



Endgame **SECRETS**

How to plan in the endgame in chess

CHRISTOPHER LUTZ

Endgame Secrets

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Contents

Preface	5
Symbols	8
Endgames 1-45	9
Index of Players	171
Index of Material Balances	173
Bibliography	175

Preface

Every chess player has strong as well as weak points. Whether it's tactics or strategy, attack or defence, opening, middlegame or endgame, the ambitious player should strive for real mastery in all areas. When looking through my own games I realized that often there was a lack of continuity between middlegame and endgame. An advantage garnered in the earlier stage of the game was squandered later on. An equal position turned into a lost endgame. Therefore, roughly two years ago, I decided to apply myself more seriously to that part of the game.

Apart from studying known literature this meant analysing a multitude of endgames, both from my own and from other players' games. This work led to the present book. I present 45 endgames of varying difficulty which are arranged as exercises. You are requested, for example, to find the correct move, to formulate a plan or to compare different alternatives. Often you will only read the instruction "Analyse the game". Then you are invited to play through the game without comments and formulate your own thoughts: Where are the turning points? Could the loser have

defended in a better way? Is the position really a draw? Answering these and similar questions helps you to develop a better understanding of the endgame. I spent many days on the analysis of the more complex examples, probably you yourself won't want to expend that much time. Nevertheless I recommend pondering on the games for a short while at least. It's important that you assess every single move without prejudice. Often it's the obvious moves that have to be questioned. Certainly you won't agree with many variations and comments of mine, some things you may even consider to be trivial. But in view of the detailed annotations you should at least learn something new.

The endgames are placed roughly in order of material balance. We begin with pawns, go over to minor pieces, rooks and finally queens. Within the analysis you frequently find transitions to other material constellations. For studying a specific type of position you might use the index at the end of the book.

The examples 1 to 3 show that pawn endings are no trivial matter, even in grandmaster play. Adams-Lutz is quite remarkable. In almost any endgame there might arise a

transition to a pawn ending, therefore a firm knowledge in this field is indispensable.

Endgames 4 to 16 deal with minor pieces. There is a focus on the fight of “knight against bishop”.

Games 17 to 19 are rook endings. On account of the many existing books on this topic I have contented myself with these examples.

Of enormous importance for the practical player are endgames 20 to 39. You will encounter the material combination of rook and minor piece very often in your games, even more often than pure rook ending. In February 1998 I held a 5-day-training lesson on that topic. This lesson was attended by the young players Holger Ellers, Holger Grund, Florian Handke, Arnd Lauber, Alexander Naumann, Mikhailo Prusikhin and Christian Wilhelmi. Their playing strength at the time averaged that of an International Master. The training involved playing out given endgame positions, some of the results are presented here.

As there are very few known generalizations about endings with rook and minor piece, I have tried to formulate some:

The combination of rook and knight leads to a highly tactical battle. Concrete variations take precedence over general conclusions, look at the highly tactical encounter Lutz-Hübner. In Kramnik-Lutz Black’s play is rather passive, therefore tactical possibilities remain underneath the surface.

With rooks and same-coloured bishops “traditional” values like a

space advantage or the “better bishop” (in respect to the pawn structure) are important. But watch out! An active “bad” bishop usually isn’t worse than a passive “good” bishop. Besides, a “bad” bishop can protect his own pawns.

Endgames with rooks and opposite-coloured bishops are characterized by strategical features. As the bishops don’t interfere with each other, their co-operation with both their own and enemy pawns is important. The stronger side may use its own pawns to restrict the opponent’s bishop. For the defender it’s desirable to create a stronghold for the bishop in such a way that it can defend both wings. Compare the set-up $b\text{♗}g3 + \Delta h4$ (Nunn-Sadler) and $b\text{♗}b3 + \Delta a4$ (Kramnik-Kasparov). Furthermore you should watch out that in the event of an exchange of rooks a drawish opposite-coloured bishop ending might arise.

There’s an old rule that rook and bishop form a better team than rook and knight. But this isn’t necessarily the case if all pawns are on one side or if the bishop’s side suffers from weak pawns. Endgames 37 and 38 demonstrate the bishop’s superiority while in endgames 36 and 39 the knight is stronger.

Endgames 40 and 41 show one side being the exchange up. In particular, the analysis of Lutz-Karpov greatly improved my chess understanding.

A sort of “everyday endgame” is game 42: Seemingly there isn’t much going on, but little tactical ploys keep the game alive.

In endgames 43 and 44 we encounter queens. Lutz-Rogers is especially remarkable as it actually contains two further endgames (a pure queen ending and an endgame of knight against pawns).

The bizarre example 45 concludes the games.

Though I still don't consider myself to be an endgame expert I learnt a lot through analysing. Hopefully the reader will enjoy the same experience.

Before we go on to the games I would like to thank all the people

who supported me during the writing of this book, in particular: former Batsford managers Graham Burgess and David Cummings for accompanying me part of the way; present General Manager Nigel Davies for accepting postponed deadlines; Dr Robert Hübner for making available several literary references; Stefan Kindermann for giving me the idea to include exercises and Anke Koglin for proof reading and emotional support.

Christopher Lutz
Cologne, December 1998

Symbols used in this book

+	check
#	mate
x	captures
!!	a brilliant move
!	a good move
!?	an interesting move
?!	a dubious move
?	a bad move
??	a blunder
1-0	White wins
0-1	Black wins
½-½	draw
[6.2]	see diagram 6.2

The Endgames

Endgame 1

H.Stefansson-C.Lutz
 Manila Olympiad 1992
 Unpublished.

54...♖a1 55 ♔d3 ♜b3 56 ♙b6
 ♜c1+ 57 ♖d2 ♜a2 58 ♙a5 and
 ♖c2-b2xa2. 55 ♖d2 ♜e3 56 ♙xe3
 ♜xe3+ 57 ♖xe3 ♖f7 [1.2]

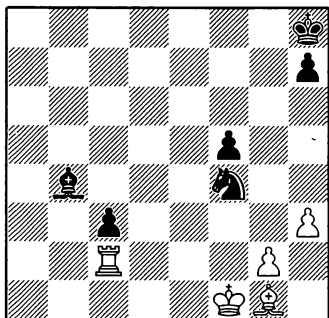


Diagram 1.1
 White to move

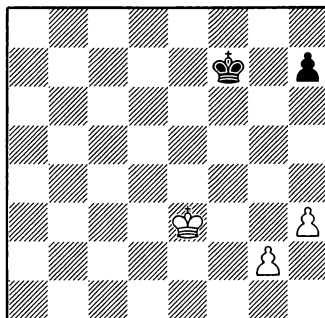


Diagram 1.2
 White to move

Obviously, Black's position is quite hopeless, but the game takes some unexpected turns. 50 ♙d4+ ♖g8 51 ♙xc3 ♜d5 52 ♙xb4? A blunder, 52 ♙d4 with the idea ♖e2-f3, ♜c6-h6-h5 wins easily. 52...♜e3+ Now the rook is gone. However, things aren't over yet as the knight is trapped. 53 ♖e2 ♜xc2 54 ♙c5 f4 The only move, e.g.

Analyse the following moves.
 58 ♖f4 ♖f6 59 g4 ♖g6 60 h4
 ♖f6 61 g5+ ♖g6 62 ♖g4 h6 63 h5+
 ♖g7 64 g6 ♖g8 1/2-1/2

Commentary

After his blunder on move 52 Stefansson's concentration faded, but the pawn ending in position 1.2 is

still winning. White has to know the right plan: When Black's h-pawn is still on h7, White's king must go to h6 before the pawns can be pushed. White has to reach the position $w\text{♔}h6 + \Delta g5 + \Delta h5$ v $b\text{♗}g8 + \Delta h7$ with Black to move, then he wins after $1... \text{♔}h8$ 2 $g6$ $\text{♗}g8$ 3 $g7$ or $2... hxg6$ 3 $hxg6$ $\text{♗}g8$ 4 $g7$. With White to move this position is only drawn.

58 $\text{♔}f4$ $\text{♗}f6$

58... $\text{♗}g6$ 59 $\text{♗}g4$ leads to analogous lines.

59 $g4?$

Throwing away the win.

I) 59 $g3?$ is wrong as well. White needs the tempo of the g-pawn, e.g. $59... \text{♗}g6$ (59...h6 intending 60 h4 h5 or 60 $g4$ $\text{♗}g6$ 61 h4 $\text{♗}f6$ 62 $\text{♗}e4$ $\text{♗}e6$ 63 h5 $\text{♗}f6$ 64 $\text{♗}f4$ $\text{♗}e6$ also leads to a draw, but not 59...h5? 60 h4) 60 $\text{♗}e5$ $\text{♗}g7$ 61 $\text{♗}f5$ $\text{♗}f7$ 62 $\text{♗}g5$ $\text{♗}g7$ 63 $\text{♗}h5$ $\text{♗}f7!$ (not immediately 63... $\text{♗}g8$ 64 $\text{♗}h6$ and White wins) 64 $\text{♗}h6$ $\text{♗}g8$. It turns out that White to move can't win: 65 h4 $\text{♗}h8$ 66 h5 $\text{♗}g8$ 67 $g4$ $\text{♗}h8$ 68 $g5$ $\text{♗}g8$ and we have reached the drawing position mentioned above.

II) 59 h4! is the correct move. The g-pawn mustn't be pushed unless it is clear whether $g2-g3$ or $g2-g4$ is the right choice. 59... $\text{♗}g6$ (59...h5 60 $g3$ loses on the spot. After 59... $\text{♗}e6$ 60 $\text{♗}g5$ $\text{♗}f7$ 61 $\text{♗}h6$ $\text{♗}g8$ 62 h5 $\text{♗}h8$ the winning move is 63 $g4!$; while after 59... $\text{♗}f7$ 60 $\text{♗}g5$ $\text{♗}g7$ 61 h5 $\text{♗}f7$ 62 $\text{♗}h6$ $\text{♗}g8$ White wins by 63 $g3!$. 59...h6 62 $g4$ $\text{♗}e6$ 63 $\text{♗}e4$ $\text{♗}f6$ 64 $\text{♗}d5$ leads to the main line) 60 $\text{♗}g4!$ [1.3]

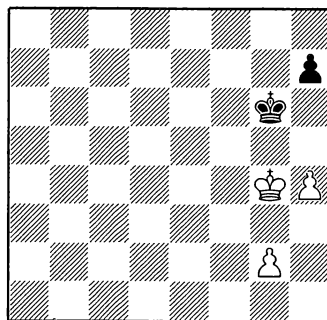


Diagram 1.3
Black to move

(60 $\text{♗}e5?$ $\text{♗}h5$ 61 $g3$ $\text{♗}g6$ 62 $g4$ $\text{♗}g7$ 63 $\text{♗}f5$ $\text{♗}f7$ with a draw, cf. line I) 60...h6 (60... $\text{♗}h6$ 61 h5 $\text{♗}g7$ 62 $\text{♗}g5$ or 60... $\text{♗}f6$ 61 $\text{♗}h5$ lead to already known positions) 61 $\text{♗}f4$ $\text{♗}h5$ (61... $\text{♗}f6$ 62 $g4$) 62 $g3$ $\text{♗}g6$ 63 $\text{♗}e5$ (as Black's pawn is on h6, White wins by a detour) 63... $\text{♗}g7$ (63... $\text{♗}h5$ 64 $\text{♗}f6$ $\text{♗}g4$ 65 $\text{♗}g6$ $\text{♗}xg3$ 66 h5 or 63... $\text{♗}f7$ 64 $\text{♗}f5$ $\text{♗}g7$ 65 $g4$ $\text{♗}f7$ 66 h5) 64 $\text{♗}f5$ $\text{♗}f7$ 65 $g4$ $\text{♗}g7$ 66 $\text{♗}e6$ $\text{♗}g6$ 67 $\text{♗}e7$ h5 (67... $\text{♗}g7$ 68 h5) 68 $g5$ $\text{♗}g7$ 69 $\text{♗}d6$ (the king has to execute a triangular manoeuvre as 69 $\text{♗}e6$ $\text{♗}g6$ 70 $\text{♗}e5$ $\text{♗}f7$ 71 $\text{♗}f5$ $\text{♗}g7$ 72 $g6?$ $\text{♗}h6$ 73 $\text{♗}f6$ is only stalemate) 69... $\text{♗}f7$ 70 $\text{♗}d7$ $\text{♗}g7$ 71 $\text{♗}e7$ $\text{♗}g6$ 72 $\text{♗}e6$ (or 72 $\text{♗}f8$) 72... $\text{♗}g7$ 73 $\text{♗}f5$ $\text{♗}f7$ 74 $g6+$ $\text{♗}g7$ 75 $\text{♗}g5$ with a win.

59 ... $\text{♗}g6$
60 h4 $\text{♗}f6$

Now the white king doesn't even get to h6. After 61 $\text{♗}e4$ Black simply replies 61... $\text{♗}e6$.

61 $g5+$ $\text{♗}g6$
62 $\text{♗}g4$ h6

62...♖g7 63 ♖h5 ♖g8! 64 ♖h6 ♖h8 is possible as well, but the text is much more simple.

63 h5+ ♖g7
64 g6 ♖g8

After e.g. 65 ♖f5 ♖g7 66 ♖e6 ♖f8 67 ♖f6 ♖g8 68 g7 ♖h7 69 ♖f7 White can only reach a stalemate.

Endgame 2

M.Degraeve-C.Hansen

German league 1998

Unpublished.

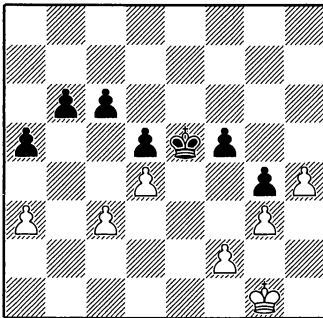


Diagram 2.1
Black to move

White just played 38 d4+. How should Black react?

Commentary

As 38...♖e4 39 h5 isn't feasible, Black has to put his king on either d6, e6 or f6. White threatens to put his king on f4 to exchange his h-pawn against Black's kingside. Therefore Black must strive to mobilize his queenside majority. For that purpose, he needs the move ...c6-c5.

38 ... ♖e6!

The right choice. The other two possibilities lose:

I) 38...♖f6? (game) squanders an important tempo: 39 ♖f1 c5 (39...♖e6 is already too late since after 40 ♖e2 c5 41 a4! the white king reaches the square of the ♖a5 and 41...cxd4 42 cxd4 ♖d6 43 h5 ♖e6 44 ♖e3 loses without a chance) 40 c4! [2.2]

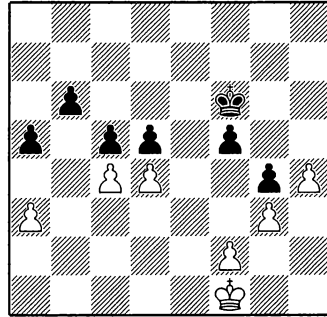


Diagram 2.2
Black to move

The decisive breakthrough. Black can't stop both passed pawns: 40...cxd4 (40...dxc4 41 dxc5 bxc5 42 ♖e2) 41 cxd5 b5 42 ♖e2 b4 (42...a4 43 ♖d3 b4 44 ♖xd4) 43 a4 (43 axb4? a4) 43...♖e5 44 h5 ♖e4 45 d6 b3 46 ♖d2 1-0. 46...d3 is answered by 47 ♖c3.

II) 38...♖d6 is mistaken due to 39 ♖f1 c5 40 h5 ♖e6 41 c4 etc.

39 ♖f1

39 ♖g2!? is tricky. After 39...c5 40 a4 cxd4 41 cxd4 Schwarz shouldn't go for 41...b5? 42 axb5 a4 43 b6 ♖d6 44 h5 as he will end up in a lost queen ending. Instead, he could play 41...♖e7. Only after White plays ♖f1 will he reply ...b6-b5.

39 ... c5

40 a4!?

Alternatives aren't dangerous either, e.g.:

I) 40 ♖e2 cxd4 41 cxd4 b5. The white king has to watch the pawns a5 and b5.

II) 40 dxc5 bxc5 41 a4 ♖f6 42 ♖e2 ♖g6 43 ♖e3 ♖f6 44 f3 gxf3 45 ♖xf3 ♖g6 46 ♖f4 d4 47 cxd4 cxd4 48 ♖f3 ♖h5 49 ♖e2 f4.

III) 40 c4 cxd4 41 cxd5+ ♖xd5 42 h5 ♖e5.

40 ... cxd4
41 cxd4 b5 [2.3]

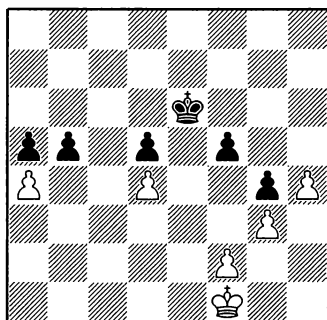


Diagram 2.3
White to move

The white king is just outside the square of the a-pawn, therefore 42 axb5? a4 43 b6 ♖d6 even loses. After 42 ♖e2 b4 the game will be drawn as neither side can make progress.

Endgame 3

M.Adams-C.Lutz

Wijk aan Zee 1995

Earlier publications: *Informant* 62/endgame 3; *SCHACH* 3/95.

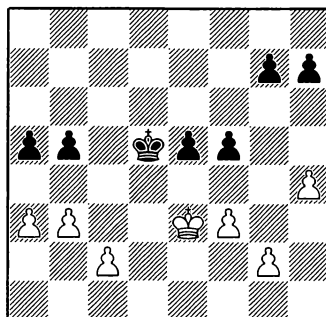


Diagram 3.1
Black to move

This innocent-looking position is the most complicated pawn ending I have ever encountered in tournament play. It occurred in a 30-minute rapid game and both players were left with only a few minutes to finish the game. This explains the abrupt end: 30...a4 31 h5 b4! and White resigned. His king can't stop the passed pawns on the a- and e-file, e.g. 32 ♖d3 bxa3 33 ♖c3 e4.

Analyse the pawn ending and try to answer the following questions:

1. Can White's position be saved after 30...a4 ?
2. How do you assess alternatives to 30...a4 ?

Commentary

During analysis you will certainly get lost in a jungle of variations.

Hopefully I managed to find a clear answer to both questions.

First I look at 30...a4.

I) 30...a4 31 bxa4 (The breakthrough ...b5-b4 is threatened, therefore 31 ♖d3? b4! isn't playable. 31 c4+? bxc4 32 bxa4 ♖c5 loses, as does 31 b4 ♖c4 32 ♖d2 e4 33 fxe4 fxe4 34 ♖e3 ♖c3 35 ♖xe5 ♖xc2 36 ♖d5 ♖b3) 31...bxa4. Now Black simply intends to gobble up the pawns with ...♖c4-c3xc2-b2xa3. Thus White must act quickly.

A) 32 ♖d3? h5 33 c4+ (Alternatives aren't better: 33 ♖e3 ♖c4 34 ♖d2 ♖d4 35 c3+ ♖c4 36 ♖c2 e4 37 fxe4 fxe4, 33 ♖c3 e4 34 fxe4+ fxe4 35 ♖d2 ♖d4, 33 g3 g6) 33...♖c5 34 ♖c3 e4 35 fxe4 fxe4 and Black wins.

B) 32 h5 (White gains space on the kingside and prevents the cramping ...h7-h5, but Black's king can penetrate) 32...♖c4 33 g4 g6! (Black supports the pawn duo e5/f5, and doesn't cede any space. 33...fxg4? 34 fxg4 ♖c3 35 ♖e4 ♖xc2 36 ♖xe5 leads to a draw only, see line C) 34 hxg6 hxg6 35 gxf5 gxf5 [3.2]

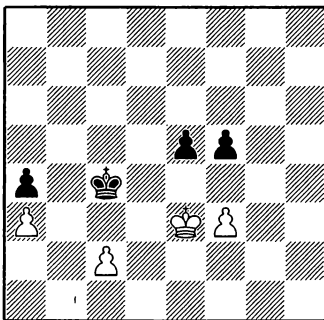


Diagram 3.2
White to move

White has reduced the number of pawns, but the black king gets to c3, e. g. 36 ♖d2 (36 ♖e2 ♖c3, 36 f4 e4 37 ♖d2 ♖d4 38 ♖e2 ♖c3 39 ♖d1 e3) 36...♖d4 with a further branch:

B1) 37 ♖d1 ♖e3 38 c4 ♖d4

B2) 37 c3+ ♖c4 38 ♖c2 f4 39 ♖d2 ♖b3 40 ♖d3 (40 c4 ♖xc4 41 ♖c2 ♖d4 42 ♖d2 e4 43 fxe4 ♖xe4 44 ♖e2 ♖d4 and Black wins) 40...♖xa3 41 ♖c2 (41 c4 ♖b4) 41...e4 42 fxe4 f3 43 ♖d2 ♖b3 44 e5 f2 45 ♖e2 f1=♚+ 46 ♖xf1 a3, and the a-pawn queens with check.

B3) 37 ♖e2 ♖c3 38 ♖d1 ♖b2 (both sides can promote their pawns, but Black can immediately swap the queens off) 39 c4 ♖xa3 40 c5 ♖b3 41 c6 (41 ♖c1 a3 42 ♖b1 e4) 41...a3 42 c7 a2 43 c8=♚ a1=♚+ 44 ♖e2 ♚b2+ 45 ♖e1 (or 45 ♖e3 ♚d4+ 46 ♖e2 ♚c4+ 47 ♚xc4+ ♖xc4 48 ♖e3 ♖c3 49 ♖e2 f4) 45...♚c3+ 46 ♚xc3+ ♖xc3 47 ♖e2 ♖d4 48 ♖d2 f4, and the ♖f3 drops off.

C) 32 g4! is the only hope. Black has four moves now, neither of which leads to a win, however.

C1) 32...fxg4 33 fxg4 and now :

C1a) 33...♖c4 34 ♖e4! (34 ♖d2? e4 is hopeless) 34...♖c3 35 ♖xe5 ♖xc2 (35...♖b2 36 c4) 36 ♖e6 ♖b3 37 ♖f7

C1a1) 37...g6 38 ♖g7 is a simple draw: 38...♖xa3 39 ♖xh7 ♖b4 40 h5 g5 (or 40...gxh5 41 gxh5 a3 42 h6 a2 43 ♖g8 a1=♚ 44 h7) 41 h6 a3 42 ♖g8 a2 43 h7 a1=♚ 44 h8=♚.

C1a2) 37...♖xa3 is more spectacular: 38 ♖xg7 ♖b4 39 ♖xh7 a3 40 g5 a2 41 g6 a1=♚ [3.3]

Black wins as was shown by Bekey in 1906: 43...♖h1+ 44 ♔g6 ♜d5 45 ♕h7 ♜f7 46 g6 ♜e7 47 ♕h8 ♜h4+ 48 ♔g8 ♜g5 49 ♔f7 ♜f5+ and Black wins the ♠g6.

C1b4) 34 h5! is the only correct move. 34...h6 (34...♙c4? 35 ♙xe4 ♙c3 36 ♙d5 ♙xc2 37 ♙c4 even loses) 35 c3 (now this is possible as the white king has access to the squares f5 and g6) 35...♙c4 36 ♙xe4 ♙xc3 37 ♔f5 ♙b3 38 ♔g6 ♙xa3 39 ♔xg7 ♙b4 40 ♔xh6 a3 41 g5 a2 42 g6 a1=♚ 43 g7 and draw.

C1c) 33...h6 34 h5 is drawn.

C1d) 33...g6 34 ♙d3 (34 g5? e4 loses, but 34 h5 is drawn as well) 34...e4+ (34...h5 35 g5, 34...h6 35 g5 h5 36 c3, 34...♙c5 35 ♙e4) 35 ♙e3 ♙c4 36 ♙xe4 ♙c3 37 ♙e5 and the white king pounces upon the enemy pawns.

C2) 32...f4+ only weakens e4, e.g. 33 ♙d3 ♙c5 34 ♙e4 ♙c4 35 ♙xe5 ♙c3 36 ♙xf4 ♙xc2 37 ♙e3 ♙b3 38 ♙d3 ♙xa3 39 ♙c3 ♙a2 40 ♙c2 with a draw.

C3) 32...♙c4 (by sacrificing a pawn the king breaks through) 33 gxf5 (33 ♙d2? fxg4 34 fxg4 ♙d4 loses) 33...♙c3 34 h5 (threatening 35 h6) 34...h6 35 f4 (35 ♙e4 leads to the same position with an additional ♠f3. This doesn't make a difference here) 35...exf4+ 36 ♙xf4 ♙xc2 37 ♙e5 ♙b3 38 ♙e6 ♙xa3 39 ♙f7 ♙b3 40 ♙xg7 a3 41 f6 a2 42 f7 a1=♚+ 43 ♔g8 [3.6]

This position is worth remembering. Without the pair of pawns h5/h6 the game is drawn immediately, as the black king is too far away.

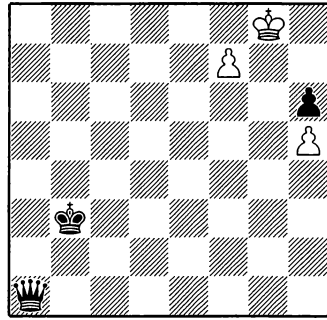


Diagram 3.6
Black to move

Relatively best is 43...♜g1+ 44 ♕h7 ♜c5 45 ♕g7 ♜xh5 46 f8=♚ ♜g5+ 47 ♕h7 h5, but after 48 ♜f3+ White draws by permanently checking his opponent.

C4) 32...g6 [3.7]

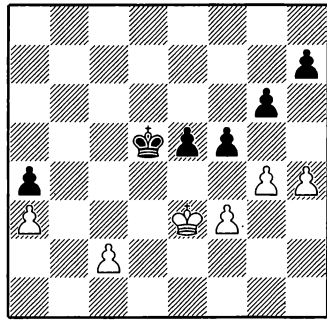


Diagram 3.7
White to move

... is tricky. Now again Black threatens ...♙c4.

C4a) 33 gxf5? (Originally I considered this continuation as drawn, but IM Günther Beikert corrected a mistake in my earlier analysis) 33...gxf5 34 ♙d3 (34 h5 ♙c4 35 ♙d2 h6 is completely hopeless) 34...h5 [3.8]

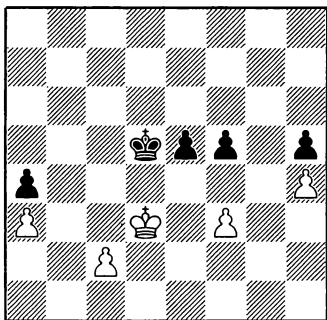


Diagram 3.8
White to move

35 c3 (the only move as 35 ♖e3 ♘c4, 35 ♖c3 e4 36 fxe4 ♘xe4 37 ♘d2 ♘d4 or 35 c4+ ♖c5 36 ♖c3 e4 37 f4 e3 38 ♘d3 e3 loses)

C4a1) 35...♘c5? (leads to draw) 36 c4. We reach the position from the previous remark, but with Black to move. The point is that after 36...e4+ 37 fxe4 fxe4+ 38 ♘xe4 ♘xc4 39 ♖e3 ♘b3 40 ♘d3 ♘xa3 41 ♖c3 ♖a2 42 ♖c2 a3 43 ♖c1 ♖b3 44 ♖b1 [3.9]

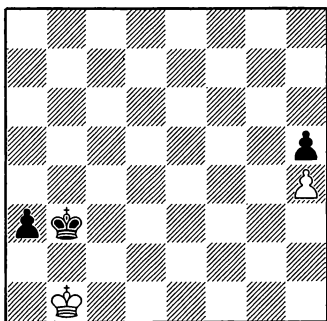


Diagram 3.9
Black to move

... we arrive at a theoretically drawn position. Black can capture the ♠h4, but then the white king will be in time to take the ♠a3 and hurry to f1. This type of position “2♠ v 1♠ with a pair of blocked edge pawns” was explored by W.Bähr in the 1930s. A knowledge of these positions is of an enormous practical relevance. Strangely, it is important for the attacker (i.e. the side with the extra pawn) to have his passed pawn quite far back and rather close to the edge pawns. The edge pawn has to be far advanced. For example, the position w♘d3 + ♠h4 v b♘d5 + ♠c5 + ♠h5 is winning for Black with either side to move, provided he plays 1...♖e5 2 ♖c4 ♖f4 etc. and doesn't spoil it with 1...c4+? 2 ♖c3. However, in a position w♖c3 + ♠h4 v b♖c5 + ♠b5 + ♠h5 Black can't win. As advice to the reader, I recommend a thorough analysis of these positions.

Let us return to the game. Instead of 36...e4+ Black can also try some tempo manoeuvre, but against careful defence this is to no avail, e.g. 36...♖c6 37 ♖c3 ♘d6 38 ♘d2! (or 38 ♖c2!, but not 38 ♘d3? ♖c5) ♖c5 39 ♘d3.

C4a2) 35...e4+ 36 fxe4+ fxe4+ 37 ♖e3 ♖c4 38 ♖xe4 ♖xc3 39 ♖e3 is another drawn position of the Bähr type.

C4a3) 35...f4 36 c4+ ♖c5 37 ♖c3 leads nowhere, as does

C4a4) 35...♖e6 36 c4.

But there are two more moves with the king which might cause White some problems:

C4a5) 35...♖d6 36 ♖c4 (The only move. After 36 c4 ♖c5 Black reaches the position he would like to. The same applies to 36 ♖e3 ♖c5 37 ♖d3 ♖d5 38 c4+ ♖c5) 36...♖c6 (36...♖e6 37 ♖c5 f4 38 ♖c4) 37 ♖b4 (37 ♖d3? ♖d5) 37...♖d5 (37...e4 38 fxe4 fxe4 39 ♖c4 or 37...f4 38 ♖c4 ♖d6 39 ♖d3 don't yield anything) 38 c4+ ♖c6 (38...♖d4 39 c5) 39 ♖c3 ♖c5 40 ♖d3 with a draw.

C4a6) 35...♖c6! (this move of Beikert leads to a win) 36 ♖c4 (36 c4 ♖c5 or 36 ♖e3 ♖c5 lose immediately) 36...♖d6 37 ♖b4 (37 ♖b5 e4 38 fxe4 fxe4 39 ♖c4 ♖e5 and 37 ♖d3 ♖d5 lose) 37...e4 (37...♖d5? 38 c4+ ♖c6 39 ♖c3 is drawn) 38 fxe4 fxe4 39 c4 (39 ♖c4 ♖e5) 39...♖c6 (39...e3? 40 ♖c3 ♖c5 41 ♖d3) 40 c5 (40 ♖c3 ♖c5) 40...e3 41 ♖c3 ♖xc5 42 ♖d3 ♖d5 43 ♖xe3 ♖e5!! [3.10]

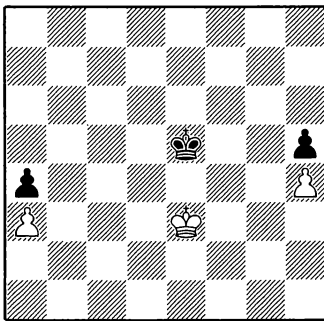


Diagram 3.10
White to move

This move is the climax of Beikert's idea. Going for the a-pawn leads to only a draw after 43...♖c4? 44 ♖e4 ♖b3 45 ♖d3 ♖xa3 46 ♖c3. Instead, the h-pawn is now the target of Black's king: 44 ♖f3 ♖f5 45 ♖e3 ♖g4 46 ♖e4 ♖xh4 47 ♖f4 (47 ♖f3 ♖g5 48 ♖g3 ♖f5) 47...♖h3 48 ♖f3 h4 49 ♖f2 ♖g4 50 ♖g2 ♖f4 (Black has reached a won Bähr position as the ♖a4 has already crossed the middle of the board) 51 ♖h3 ♖e3 52 ♖xh4 ♖d2 53 ♖g3 ♖c2 54 ♖f2 ♖b2 55 ♖e1 ♖xa3 56 ♖d1 ♖b2 and the a-pawn queens.

Back to diagram 3.7. In the light of the previous variations it becomes clear why

C4b) 33 ♖d3! (Beikert) leads to a draw:

C4b1) 33...fxg4 34 fxg4 and

C4b2) 33...e4+ 34 fxe4+ fxe4+ 35 ♖e3 lead to drawn positions we already looked at.

C4b3) 33...♖c5 34 gxf5 gxf5 35 h5 (35 c4? h5 or 35 c3? h6 36 h5 ♖d5 lose) 35...h6 (35...♖d5 36 c4+ ♖c5 37 h6) 36 c4 with a draw.

C4b4) 33...h6 34 gxf5 gxf5 35 h5 ♖c6 (35...♖c5 36 c4) 36 ♖c4 ♖d6 37 ♖b4 e4 (37...♖d5 38 c4+) 38 fxe4 fxe4 39 ♖c3 and ♖d2. Black can reach a Bähr type position which is drawn only.

C4b5) 33...h5 34 c4+ (now the point of 33 ♖d3! shows) 34...♖c5 (34...♖c6 35 gxf5 gxf5 36 ♖c3 is a draw, see above) 35 g5! [3.11]

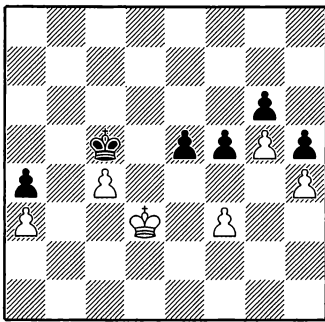


Diagram 3.11
Black to move

Thanks to this possibility (which White lacks after 33 gxf5?) the burden to move is on Black now. 35...e4+? leads after 36 fxe4 fxe4+ 37 ♖xe4 ♖xc4 38 ♜e5 ♖b3 39 ♜f6 ♖xa3 40 ♜xg6 ♖b4 41 ♜xh5 a3 42 g6 a2 43 g7 a1=♚ 44 g8=♚ to a queen ending with a white extra pawn (which is however drawn according to Ken Thompson's endgame database). Thus we answered the first question: 30...a4 is only a draw. To answer the second question I analyse the moves 30...b4, 30...e4 and 30...h5.

II) 30...b4 [3.12]

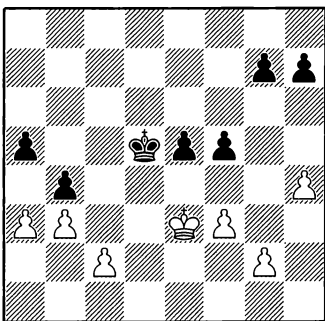


Diagram 3.12
White to move

... doesn't win either. Black restrains the ♠c2 and intends to push his e-pawn. 31 a4? e4 is now hopeless for White, therefore only two possibilities remain.

A) 31 axb4 axb4 32 c4+ (32 ♖d3 e4+ or 32 ♖d2 ♖d4 lose, but 32 c3 is playable as well) 32...bxc3 33 ♖d3. If White could succeed in playing 34 ♖xc3, his distant passed pawn will give Black trouble, therefore: 33...c2! 34 ♖xc2 ♖d4 [3.13]

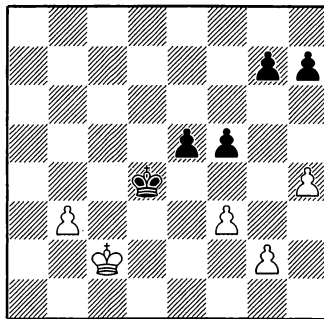


Diagram 3.13
White to move

The black king is invading the white camp. Black threatens ...♖e3, ...e5-e4, ...♖f2, ...e4-e3-e2-e1=♚ with transition to a favourable queen ending:

A1) 35 b4? ♖c4 and

A2) 35 ♖b2? e4 36 fxe4 fxe4 37 b4 (37 ♖c2 ♖e3) 37...♖c4 are unedifying.

A3) 35 g4? (weakens the ♠f3) 35...g6! (35...fxg4 36 fxg4 ♖e3 37 b4 ♖f2 38 b5 e4 39 b6 e3 40 b7 e2 41 b8=♚ e1=♚ 42 ♚f8+ ♖g2 43 ♚xg7 ♚xh4 44 g5 is dead drawn. 35...♖e3 36 gxf5 ♖xf3 37 ♖d2 ♖f2 38 ♖d3 ♖f3 39 ♖d2 leads to a repetition of moves) 36 ♖d2 (36 g5 ♖e3 37 b4 ♖d4 38 ♖b3 f4 or 36

gxf5 gxf5 37 ♔d2 h5 isn't desirable. 36 h5 ♕e3 37 hxc6 hxc6 38 gxf5 gxf5 39 b4 ♕f3 40 b5 e4 41 b6 e3 42 b7 e2 43 b8=♚ e1=♚ is a win for Black according to the database) 36...h5 37 g5 f4 38 ♕c2 ♕e3 leads to queen ending which is lost for White.

A4) 35 ♕d2?! (not the most accurate) 35...h5 36 ♕c2 (36 g3? g6 37 ♕c2 ♕e3 38 b4 ♕xf3 is lost) 36...♕e3 37 b4 e4 38 fxe4 fxe4 39 b5 ♕f2 40 b6 e3 41 b7 e2 42 b8=♚ e1=♚ 43 ♚f8+ ♕xcg2 44 ♚xcg7+ ♕h3. Black captures the h-pawn, though the position is still a draw.

A5) 35 h5! (in anticipation of the queen ending White pushes his h-pawn)

A5a) 35...♕e3 36 b4 e4 (36...♕d4 37 ♕b3) 37 fxe4 fxe4 38 b5 ♕f2 39 b6 e3 40 b7 e2 41 b8=♚ e1=♚ 42 ♚f8+ ♕g1 43 ♚xcg7 ♚c2+ 44 ♕c3 ♚xh5 45 g4 with a draw.

A5b) 35...g6 36 h6! (White blocks the ♖h7. This move can follow after 35...g5, too. Drawish as well is 36 hxc6 hxc6 37 ♕d2 g5 38 g3 f4 39 gxf4 gxf4 40 b4 ♕c4 41 b5 ♕xb5 42 ♕d3 ♕c5 43 ♕c3 [3.14].

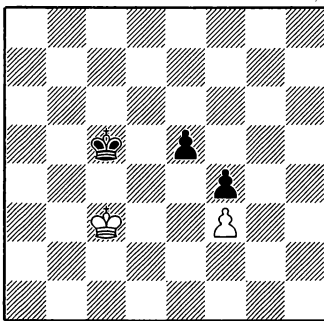


Diagram 3.14
Black to move

White has to take the opposition as soon the Black king reaches c5 or d5) 36...♕e3 37 b4 ♕f2 38 b5 e4 39 fxe4 fxe4 40 b6 e3 41 b7 e2 42 b8=♚ e1=♚ 43 ♚a7+ and White takes on h7.

B) 31 c4+ bxc3 (31...♕c5 32 a4) 32 ♕d3 c2 33 ♕xc2 ♕d4 is analogous to line A. White simply plays 34 h5 ♕e3 35 b4 axb4 36 axb4 e4 37 fxe4 fxe4 38 b5 and so on.

Thus 30...b4 is a draw.

III) But 30...e4! wins. Black threatens ...b5-b4.

A) 31 fxe4+ fxe4 [3.15]

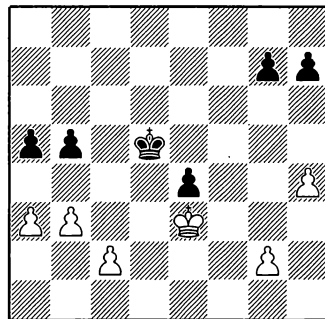


Diagram 3.15
White to move

... loses in a straightforward way: 32 ♕d2 (32 c3 a4 33 bxa4 bxa4 34 g4 ♕c4 35 ♕xe4 ♕xc3, 32 b4 axb4 33 axb4 h5 or 32 h5 b4 lose as well) 32...♕d4 33 c3+ ♕d5 together with ...a5-a4 and penetration of the black king.

B) 31 c3 h5 32 g3 g6 and ...a5-a4 is similar.

C) 31 g4 is the most stubborn answer.

C1) 31...fxg4 32 fxe4+ ♕e5 33 c4 a4 (33...bxc4 34 bxc4 g3? 35 c5

even loses) 34 bxa4 bxc4 35 a5 and White has no problems.

C2) 31...g6 32 gxf5 gxf5 33 fxe4+ fxe4 34 c4+ bxc4 35 bxc4+ ♖xc4 36 ♖xe4 ♖b3 37 ♖d3 ♖xa3 38 ♖c3 h5 39 ♖c4 is another drawn position of the Bähr type.

C3) 31...exf3! wins:

C3a) 32 ♖xf3 fxc4+ 33 ♖xc4 b4 34 axb4 axb4 35 ♖f5 ♖d4 36 ♖e6 ♖c3 37 ♖f7 ♖xc2 38 ♖xc7 (38 h5 g5) 38...h5

C3b) 32 gxf5 32...♖e5 (32...b4? 33 axb4 axb4 34 ♖xf3 ♖e5 35 ♖e3 ♖xf5 36 c4 with a draw) 33 ♖xf3 ♖xf5 [3.16]

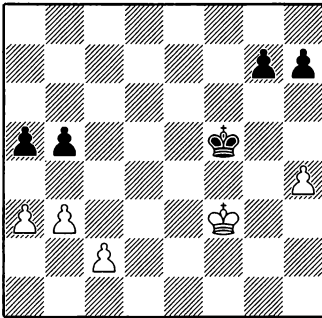


Diagram 3.16
White to move

Black wins as his king is more active. He intends the creation of a passed pawn with...g7-g6, ...h7-h6, ...g6-g5. White has no defence:

C3b1) 34 b4 a4 35 ♖e3 (35 h5 g6 36 h6 g5) 35...♖e5 36 ♖d3 ♖d5 37 ♖e3 g6 and ...h7-h6, ...g6-g5.

C3b2) 34 c4 bxc4 35 bxc4 ♖e5 36 ♖e3 (36 ♖g4 ♖d4 37 ♖f5 ♖xc4 38 ♖e6 ♖b3 39 ♖f7 ♖xa3 40 ♖xc7 h5) 36...g6 37 a4 h6 and ...g6-g5.

C3b3) 34 h5 g5 35 hxc6 hxc6, 35 h6 b4 or 35 c4 bxc4 36 bxc4 h6, with a win for Black in either case.

C3b4) 34 ♖e3 34...♖e5 35 ♖d3 ♖d5 (35...g6? 36 c4 bxc4+ 37 ♖xc4 is only drawn, but now Black wins as he captures White's a-pawn)

C3b41) 36 a4 bxa4 37 bxa4 g6 38 ♖e3 h6 39 ♖d3 (39 ♖f4 ♖d4) 39...♖c5 40 ♖e4 ♖b4 41 ♖e5 g5.

C3b42) 36 c4+ bxc4+ 37 bxc4+ ♖c5 38 a4 (38 h5 a4 and ...g7-g5) 38...g6 39 ♖c3 h6 40 ♖d3 g5 41 h5 g4 42 ♖e4 ♖xc4 43 ♖f4 ♖b4 44 ♖xc4 ♖xa4.

Thus Black wins after 30...e4!.

If you look at the lines above, you will discover that White often gets counterplay along the moves g2-g4 and h4-h5, while Black can prevent these possibilities with ...h7-h5. Therefore another move comes to mind:

IV) 30...h5! [3.17]

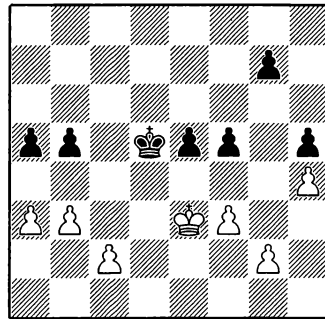


Diagram 3.17
White to move

Indeed, this move wins even more simply than 30...e4. After 31 ♖d3 Black has the pleasant choice between

A) 31...e4+ 32 fxe4+ fxe4+ 33 ♖d2 ♗d4 (33...a4? 34 bxa4 bxa4 35 ♗e3 ♗c4 36 ♗xe4 ♗c3 37 ♗d5 ♗xc2 38 ♗c4 is erroneous) 34 c3+ ♗d5 and ...a5-a4 or

B) 31...a4, e. g. 32 bxa4 bxa4 33 g3 g6 34 ♗c3 e4 35 fxe4+ fxe4 36 ♗d2 ♗d4.

Thus Black has two winning moves, 30...e4 and 30...h5, while 30...b4 and the game continuation 30...a4 are only drawn. I hope the reader has gained an impression of the complexities of pawn endings.

Endgame 4

V.Hort-M.Bertok (Analysis)

Zagreb 1969

Earlier publication:

Winning Endgame Technique

(A.Beliavsky and A.Mikhalchishin).

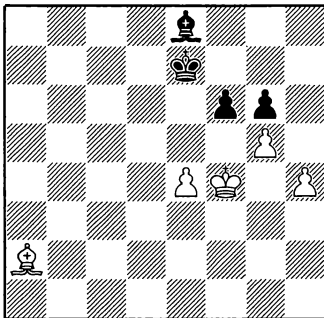


Diagram 4.1
White to move

This position originates from an analysis of Beliavsky and Mikhalchishin. They give the line 56 gxf6+ ♗xf6 57 e5+ ♗g7 58 ♗g5 ♖c6 59 ♖b1 ♖e8 60 e6 [4.2],

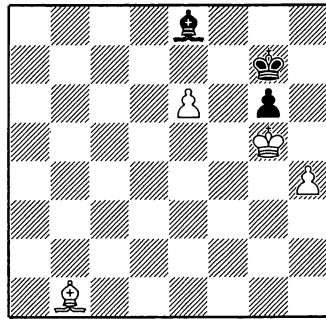


Diagram 4.2
Black to move

... and comment: "Black is losing the ♖g6 along with the game because of zugzwang". Do you agree ?

Commentary

The assessment is not correct. In position 4.2 Black has a surprising reply:

60 ... ♖f7!

Now 61 exf7 ♗xf7 leads to a theoretical draw. In comparison to the well known wrong-bishop endgame Black has an extra g-pawn. However, White can't exploit this circumstance, e.g. 62 ♗h6 ♗g8 63 ♖a2+ ♗h8 64 ♖b3 g5 and White has to take the pawn or to stalemate his opponent. Other tries aren't crowned by success either, e. g.:

61 e7 ♖e8

62 ♖a2

Otherwise 62...♗f7.

62 ... ♖b5

63 ♖e6 ♖e8

56 e5 fxe5+ 57 ♗e5 ♖b5 is a draw as well, therefore White can't win in position 4.1.

*Endgame 5***J.Hickl-C.Lutz**

Nussloch 1996

Earlier publication:

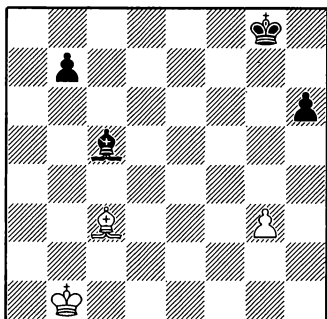
Informant 66/ endgame 11.

Diagram 5.1
Black to move

Black was lucky to survive a difficult middlegame and now enjoys an extra pawn. With 39...h5 Black ties down the weakness g3. 40 ♖c2 How should Black continue ?

Commentary

Black must combine the attack against the ♠g3 and the advance of the b-pawn. At a convenient moment he will go for an endgame “B + ♠ v B”. Unfortunately I had too little time left to put this idea into effect correctly.

1) 40...♗d6? was the game continuation. Oddly, Black can now no longer win. 41 ♗e1 ♖f7 42 ♗d3 ♗e6 43 ♗e4 b5 44 ♖f3 (White is prepared to exchange pawns with g3-g4) 44...♗f5 (After 44...♗d5 45 g4 hxg4+ 46 ♗xg4 the white king is too close to the b-pawn, Black can't

win anymore. On the other hand we reach a theoretical draw after 44...b4 45 ♗xb4 ♗xb4 46 ♖g2, cf. endgame 4) 45 ♗a5 ♗e7 46 ♗c3 ♗f6 47 ♗b4 ♗e5 48 ♗a5 ♗b2 49 ♗b4 ♗f6 (Black manoeuvres to and fro, but in the end his king has to go to the b-pawn) 50 ♗a5 ♗d4 51 ♗b4 ♗e5 52 g4 hxg4+ (52...h4 is to no effect as Black can't exchange the bishops, e.g. 53 ♗a5 ♗d5 54 ♗b4 ♗c4 55 ♗a5 ♗c3 56 ♗xc3 ♗xc3 57 g5) 53 ♗xg4 [5.2]

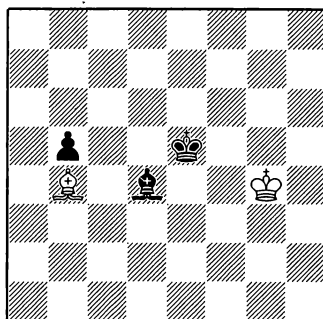


Diagram 5.2
Black to move

Now we have reached the aforementioned endgame. According to Ken Thompson's endgame database the position is a draw. 53...♗d5 54 ♗f3 ♗c4 55 ♗e7 (55 ♗d2 is also drawn) 55...♗c5 (Black can push away the white bishop, but for that he needs time—time for the white king to hurry over) 56 ♗h4 (56 ♗g5? ♗d3 is a mistake as then neither bishop nor king of White can stop the b-pawn. Now there is no need to fear 56...♗d3 57 ♗e1 ♗d4 58 ♗b4) 56...b4 57 ♗e2 b3 [5.3]

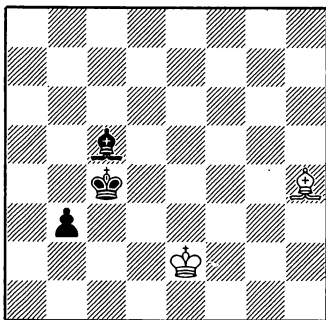


Diagram 5.3
White to move

58 ♖d1 (There is still one obstacle White has to negotiate: 58 ♖d2? ♙e3+! 59 ♖d1 ♗d3 60 ♙f6 ♙d4 is winning for Black. Dehler and Cheron analysed this position already in the 1920s) 58...♙e3 59 ♙f6 ♗d3 60 ♙b2 (The only move. White has to counter ...♙e3 with ♙b2. However, if the black bishop is not on e3 White must avoid the square b2. Were it White's turn to move in the present position, he would lose, e.g. 1 ♙f6 ♙d4 or 1 ♙a3 ♗c3 2 ♙e7 ♗b2 3 ♙f6+ ♗a2 4 ♙e5 ♙c5 5 ♙f6 ♙a3 6 ♙e5 ♙b2 7 ♙f4 ♙f6 8 ♙c1 ♙g5) 60...♙f4 61 ♙f6 ♙d2 62 ♙g7 ♙f4 63 ♙f6 ♙g5 64 ♙g7 ♙e3 65 ♙b2 ♗c4 66 ♙f6 ♗b4 (66...♙d4 65 ♙e7 is to no avail) 67 ♙b2 ♗c5 68 ♙c1 ♗d4 69 ♙xe3+ ♗xe3 70 ♗c1 ♗d3 71 ♗b2 ♗c4 72 ♗b1 ♗c3 73 ♗c1 b2+ 74 ♗b1 ♗b3 and finally the game was drawn.

II) If you take a closer look at the position before Black's 40th move you will detect that the white bishop has two tasks: he has to protect the

♙g3 and to control the square b4. This aim he achieves from the squares e1 and d6. After the "natural" 40...♙d6? White can occupy the safe square e1. Thus better is 40...♙f2! 41 ♙e5 (the only move, but now the black king can attack the bishop) 41...♗f7 42 ♗d3 ♗e6. White can react in two different ways, but the result is the same:

A) 43 ♙f4 b5 44 ♗e2 ♙c5 45 ♙d2 (45 ♗f3 b4 46 g4 b3 47 ♙c1 hxg4+ 48 ♗xg4 ♗d5 49 ♗f3 ♗d4) 45...♗d5 46 ♗f3 ♗c4 47 g4 hxg4+ 48 ♗xg4 ♗d3 (the white king is too far away) 49 ♙a5 ♙d4 50 ♙b4 ♗c4 51 ♙e7 ♙c5 52 ♙h4 b4 [5.4], and the b-pawn marches through.

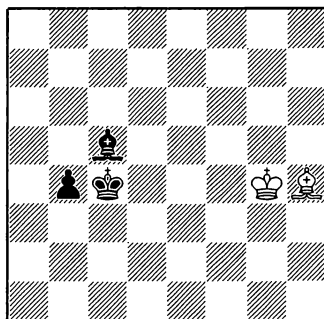


Diagram 5.4
White to move

B) 43 ♗e4 b5 44 ♙c7 (the square d6 is denied) 44...b4 45 ♗d3 ♗f5 (while White captures the ♙b4 Black eliminates the ♙g3) 46 ♗c4 ♗g4 47 ♗xb4 ♙xg3 48 ♙d8 ♙h4! (the only winning move) 49 ♙c7 ♙g5 50 ♗c3 h4 51 ♗c2 ♙f4 [5.5], and the h-pawn promotes.

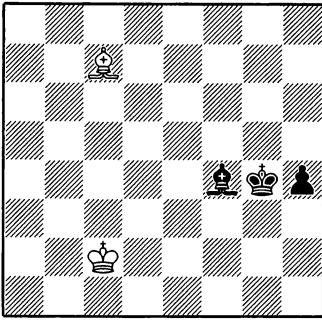


Diagram 5.5
White to move

III) But there is another winning move viz. 40...♔f7!. After 41 ♖d3 ♗f2! transposes to the variation above, while after 41 ♗e1 ♖e6 42 ♔d3 ♔d5 [5.6] the white king has to fall back due to zugzwang.

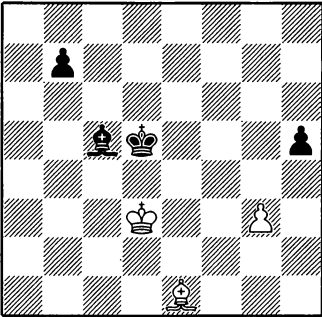


Diagram 5.6
White to move

Endgame 6
C.Lutz-A.Zude (Analysis)
German championship 1996
Unpublished.

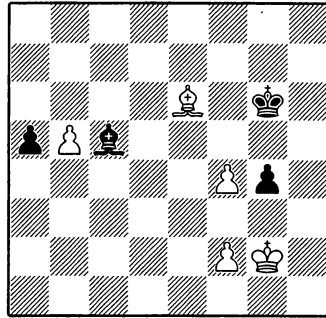


Diagram 6.1
Black to move

Black dispensed with this position as he wasn't sure whether he (to move) can reach a draw. What do you think ?

Commentary

The black position looks critical, as after capturing the ♗g4 White has passed pawns on the b- and f-file. But Black's bishop blocks the square b6, while his king blocks f6. To overcome the blockade White has to bring his king to d5 or to g8 (via h6). Against careful defence this is not possible as Black might use his a-pawn to divert the white bishop. If the a-pawn is exchanged against one of the f-pawns positions arise which were analysed in Speelman's *Analysing the Endgame*. Things could proceed like this:

- | | | |
|----|------|-----|
| 50 | ... | a4 |
| 51 | ♗xg4 | a3 |
| 52 | ♗e6 | ♔f6 |

53 ♖a2 [6.2]

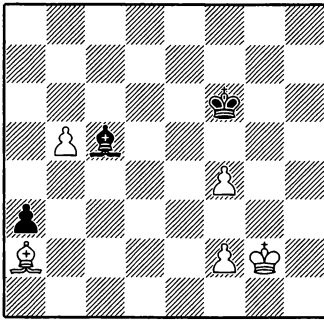


Diagram 6.2
Black to move

The a-pawn is blocked. But White can't go on.

53 ... ♖b6
54 ♖f3 ♖f5
55 ♖b1+ ♖f6
56 ♖g3

56 ♖e2 ♖a7 57 f3 a2 58 ♖xa2 ♖f5 59 ♖f1 ♖xf4 and Black establishes a blockade. He shuffles his bishop along the diagonal a7-g1 and waits. As soon as the white king reaches d3 or c4, his king will go to e5. If the white king goes to h3, there will follow ...♖f2 or ...♖g5, e.g. 60 ♖g2 ♖b6 61 ♖d5 ♖c5 62 ♖h3 ♖g5 63 ♖g3 ♖d6+ 64 ♖f2 ♖c5+ 65 ♖e2 ♖f4.

56 ... ♖c5
57 f3

The backward f-pawn remains White's biggest headache: If it stays on f2, the king is tied to its defence. If it advances to f3, it blocks the king.

57 ... ♖b6
58 ♖g4 ♖e3
59 f5 ♖e5
60 ♖a2

Neither 60 b6 ♖xb6 61 ♖g5 ♖d8+ nor 60 ♖h5 ♖f6 yield White anything.

60 ... ♖f6
61 f4 ♖b6
62 ♖b1 ♖c5
63 ♖f3 [6.3]

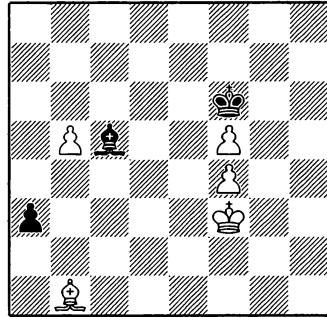


Diagram 6.3
Black to move

63 ... ♖b6
63...a2? 64 ♖xa2 ♖xf5 65 ♖b1+ and f4-f5 lead to positions analysed by Speelman. White wins, e.g. 65...♖f6 66 f5 ♖e5 67 ♖g4 ♖e3 68 ♖h5 ♖f6 69 ♖c2 ♖b6 70 ♖h6 ♖e3+ 71 ♖h7 ♖f7 72 ♖b3+ ♖f6 73 ♖e6 [6.4].

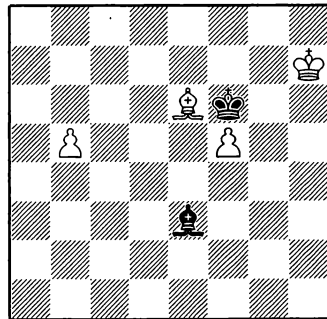


Diagram 6.4
Black to move

Due to zugzwang Black must allow White to bring the king to e8 respectively to advance of the f-pawn.

64 ♔e4 ♙c5
65 ♖d5 ♙e3[6.5]

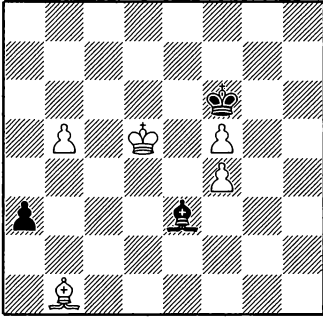


Diagram 6.5
White to move

White can't get further, as he has to take care of the ♖f4. Therefore the starting position is drawn.

Endgame 7
A.Shirov-J.Piket
Madrid 1997

Earlier publication: *Informant*
69/338 (A.Shirov).

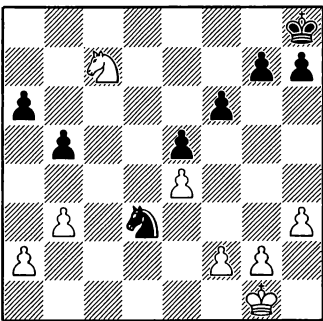


Diagram 7.1
Black to move

Black must play move 40 to reach the time control. What would you play ?

Commentary

Once again the last move before the time control turns out to be the decisive mistake.

40 ... ♖c1?

Throwing away the game. 40...♖c5 is correct: 41 f3 (41 b4 ♖xe4 42 ♖xa6 ♖c3) 41...b4 with an equal game (Shirov). The ♖c5 and the ♖b4 build a blockade against the white king. Though White can continue to attack the queenside, Black has enough counterplay, e.g. 42 ♖f2 ♖g8 43 ♖e3 ♖f7 44 ♖d5 a5 45 ♖b6 ♖e6 46 ♖c4 a4 47 bxa4 ♖xa4 48 ♖d3 ♖c5+ 49 ♖c2 f5 [7.2].

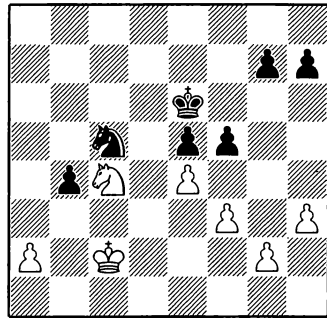


Diagram 7.2
White to move

41 ♖xa6 ♖xa2
42 ♖f1!

It becomes clear that the ♖a2 is trapped. To free this piece Black has to give the b-pawn.

42 ... ♖c1

42...♔g8 43 ♖e1 ♖f7 44 ♔d2
 ♖e7 45 ♖c2 b4 46 ♔d3 (Shirov).
 43 ♖c5 ♖a2
 44 ♖d3 ♖g8
 45 ♖e1 ♖f7
 46 ♔d2 b4
 47 ♖c5 ♖e7

Loses at once. 47...♖c3 48 ♔d3
 ♖e7 (48...♖d1 49 f3) 49 ♖a6 ♖a2
 50 ♖c4 (Shirov) would have only
 deferred the end: 50...♖c3 51 f3
 ♖e2 (51...♖d1 52 ♔d3) 52 ♖xb4
 ♖f4 53 ♖d5+.

48 ♖a4 1-0

Black is defenceless against
 ♖c2-b2.

Endgame 8

J.Piket-J.Lautier

Monaco rapid tournament 1996
 Unpublished.

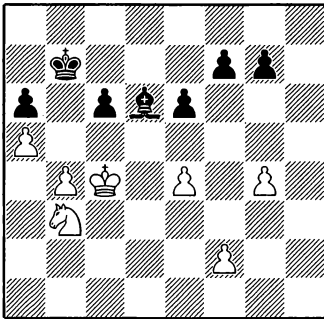


Diagram 8.1
 White to move

Analyse the game. Can Black de-
 fend in a better way?

46 ♖c5+ ♖a7 47 ♖d3 ♖b7 48 f4
 g6 49 e5 ♔e7 50 ♖c5+ ♖a7 51 g5
 ♔f8 52 ♖e4 ♖b8 53 ♖d6 ♖c7 54
 ♖xf7 ♔g7 55 ♖d6 ♖d7 56 ♖c5
 ♔f8 57 ♖b6 ♔e7 58 ♖xa6 ♖c7 59
 b5 cxb5 60 ♖xb5 ♖b8 61 ♖c6
 ♔d8 62 ♖c4 1-0

Commentary

Besides his space disadvantage
 Black has to take care of the a6 and
 c6 pawns. But he can scrape a draw.
 Especially important are possible
 pawn endings which arise after tak-
 ing on c5.

46 ♖c5+ ♖a7

The transition to the pawn ending
 now loses: 46...♔xc5 47 ♖xc5 ♖c7
 48 e5 f6 (48...g5 49 f3 and the white
 king gets to b6 or d6) 49 exf6 gxf6
 50 f4 ♖d7 51 g5 fxg5 52 fxg5 e5 53
 g6 ♖e6 54 g7 ♖f7 55 ♖xc6 e4 56
 b5 e3 57 bxa6 e2 58 a7 e1=♚ 59
 g8=♚+ ♖xg8 60 a8=♚+ with a
 won position according to Kent
 Thompson's endgame database.

47 ♖d3 ♖b7?

The losing move, as now the
 kingside pawns will be fixed on the
 light squares. 47...e5 draws, the idea
 is to place the pawns on e5, f6 and
 g5. The bishop, though it is then
 nominally bad, can protect the
 pawns, e. g. 48 ♖c5 (48 f4 exf4 49
 e5 ♔c7 or 48 g5!?. ♖b7 49 ♖c5+
 ♔xc5 50 ♖xc5 ♖c7 51 f3 g6 are no
 improvement) 48...g5 49 ♖d7 ♖b7
 50 ♖f6 ♔e7 51 ♖d7 f6 52 ♖c5+

♔a7 [8.2]. White can't make any progress.

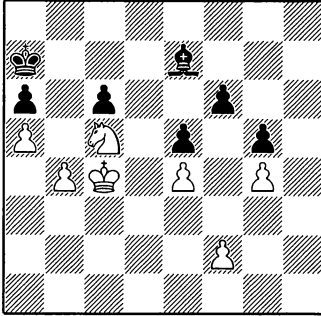


Diagram 8.2
White to move

48 f4 g6

Weakens the square f6, but this doesn't matter anymore:

I) 48...f6 49 ♖c5+ ♙xc5 50 ♔xc5 ♕c7 51 g5 fxg5 (51...f5 52 exf5 exf5 53 g6) 52 fxg5 e5 53 g6.

II) 48...♗c7 49 e5 ♙e7 50 ♘c5 ♙xc5 51 ♔xc5 f6 52 exf6 gxf6 53 g5.

III) 48...♕a7 49 e5 ♙e7 50 ♘c5 g5 (50...♙f8 51 g5 with the threat 52 g6, and after 51...g6 52 ♘e4 we reach the game) 51 fxg5 ♙xg5 52 ♘e4 ♙e7 (52...♙f4 53 ♕d4 ♖b8 54 ♘d6 f6 55 exf6 ♙xd6 56 g5 wins) 53 ♘d6 ♙xd6 54 exd6 ♖b7 55 g5 ♕c8 56 ♕d4 ♕d8 57 ♖e5 ♕d7 58 ♖f6 ♕xd6 59 ♖xf7 e5 60 g6 [8.3] and White promotes his pawn first.

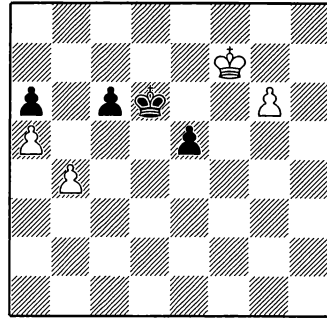


Diagram 8.3
Black to move

IV) 48...♕c8 is somewhat more complicated: 49 e5 ♙e7 50 ♘c5

A) 50...g5 51 fxg5 ♙xg5 52 ♘xa6 ♙f4 53 ♘c5 (53 ♕d4 ♙d2) 53...♙xe5 54 a6 ♙b8 (54...♖b8 55 ♘d7+) 55 g5 (White wins as the black pieces can't guard the ♖a6 and the kingside at the same time) 55...♕d8 (55...♙a7 56 ♘xe6, 55...e5 56 ♕d3 ♕d8 57 ♖e4 ♖e7 58 ♖f5 and ♘d3) 56 ♘d3 ♕c8 57 ♕c5 ♕c7 58 ♘e5 [8.4], and the ♖f7 is lost.

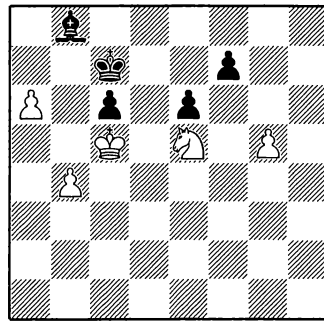


Diagram 8.4
Black to move

B) 50...♙xc5 51 ♔xc5 ♕c7 52 f5 exf5 (52...g6 53 fxe6 fxe6 54 g5) 53

is more complicated) 46...♙d8 47 ♖g7 ♙e7 48 ♖f5 ♙d8 (48...♙f8 loses more quickly: 49 a4+ ♖c6 50 b5+ ♖d7 51 ♖e3 ♖e6 52 a5 bxa5 53 ♖a4 ♙b4 54 b6 ♖d6 55 b7 ♖c7 56 ♖xd5+) 49 ♖h6! [9.2].

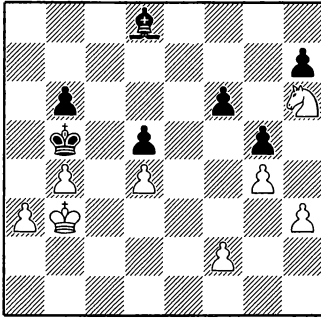


Diagram 9.2
Black to move

This move is the beginning of a fine tempo manoeuvre to drive back the black king. After 49 a4+?! ♖c6 50 b5+ ♖d7 White has difficulties creating a passed pawn. 49 f3?! immediately forces the black king to return, but White shouldn't waste the reserve tempo f2-f3 that easily as he can't gain a tempo with the knight alone. Furthermore the squares e3 and g3 are weakened. 49...♙e7 50 ♖g8 ♙d8 51 ♖c3! (the white king carries out a triangulation) 51...♖c6 (51...♖a4 52 ♖b2, and after 52...♖b5 53 ♖b3 the king is driven back, while 52...b5? 53 ♖a2 leads to a selfmate) 52 ♖c2 ♖d7 53 ♖b3 ♖c6 (53...♖e6 54 ♖a4 and ♖b5) 54 ♖a4 b5+ 55 ♖b3 (step

two is completed) 55...♖d7 56 a4 bxa4+ 57 ♖xa4 ♖c6 58 b5+ ♖b7 59 ♖b4 ♖b6 (59...♙b6 60 ♖xf6 ♙xd4 61 ♖xh7 is hopeless as well) 60 f3! [9.3]. Now this tempo comes in handy. White's king gets to c5, with an easy win.

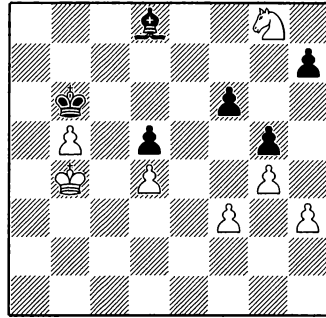


Diagram 9.3
Black to move

II) However, in the game there followed 41 ♖f1? ♙xe3 42 fxe3 b5! [9.4].

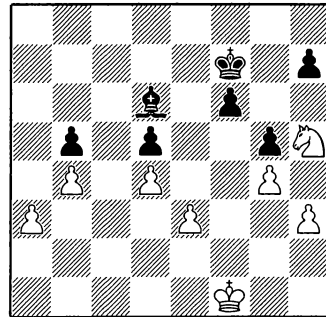


Diagram 9.4
White to move

Since his knight got caught on the edge White can no longer win: 43 ♖e2 (43 ♖g2 ♖g6 44 ♔g3 ♙xg3 45 ♙xg3 f5 leads to the next note) 43...♖g6 44 ♖f3 f5. Here White realized his misfortune:

A) 45 ♔g3 ♙xg3 46 ♙xg3 h5 leads to a drawn pawn ending, in spite of White's extra pawn. White even has to play accurately as Black can create a distant passed pawn on the g-file, e.g. 47 ♖f3 fxg4+ 48 hxg4 hxg4+!? (48...h4 is immediately drawn as neither king can become active) 49 ♙xg4 ♖f6 50 a4 (50 ♖f3 ♖f5 and ...g5-g4, ...♖f5-e4 only troubles White) 50...bxa4 51 b5 a3 52 b6 a2 53 b7 a1=♚ 54 b8=♚. Though Black has a symbolic edge he can't win as his king is rather exposed, e.g. 54...♚d1+ 55 ♖g3 ♚g1+ 56 ♖f3 g4+ 57 ♖e2 ♚g2+ 58 ♖e1.

B) 45 ♖e2 ♙c7 46 ♖d3 ♙d6 47 ♖c3 ♙c7 48 ♖b3 ♙d6 and White has to return as 49 a4 bxa4+ 50 ♖xa4 f4 loses the knight.

C) 45 ♖g2 therefore followed in the game, with a draw after 45...♙c7 46 ♖f3 ♙d6 47 ♖g2 ♙c7 48 ♖f3.

Endgame 10

L.Yurtaev-G.Serper

USSR 1988

Earlier publications: *Informant* 47/812 (G.Serper), *Winning Endgame Technique* (A.Beliavsky and A.Mikhailchishin)

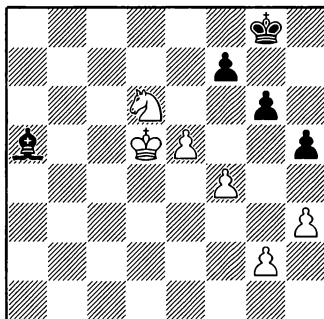


Diagram 10.1

White to move

Analyse the game.

1 ♔e4 ♙b6 2 f5 gxh5 3 ♔f6+ ♖g7 4 ♔xh5+ ♖g6 5 ♔f6 ♖g5 6 ♔e8 ♙f2 7 ♔d6 ♖g6 8 ♖c6 ♙d4 9 ♔c4 ♙c3 10 ♖d5 ♖g5 11 ♔d6 ♖g6 12 ♔b5 ♙b2 13 ♔d4 ♖g5 14 g3 ♙c3 15 ♔f3 ♖g6 16 ♖d6 ♙b4+ 17 ♖d7 ♙c3 18 ♖e7 ♖g7 19 ♖d7 ♖g6 20 e6 fxe6 21 ♖xe6 ♙f6 22 ♔e5+ ♙xe5 23 ♖xe5 ♖g5 24 h4+ ♖g4 25 h5 1-0

Commentary

Both Serper and Beliavsky/Mikhailchishin consider position 10.1 as winning for White. Besides the extra pawn White's centralized king carries weight. Furthermore a knight is stronger than a bishop if

all pawns are on one wing. Nevertheless I have doubts about the correct assessment of the position.

1 ♖e4 ♙b6
 1...♗g7 2 ♘d6 ♙b6 3 ♗e7 ♙e3 4 ♘d6 with a win according to Serper. After the exchange of the f-pawns the passed e-pawn will decide the issue.

2 f5 gxf5
 Black shouldn't allow f5-f6 and e5-e6. But now the h-pawn is lost.

3 ♖f6+ ♗g7
 4 ♘h5+ ♗g6
 5 ♖f6 ♗g5
 6 ♖e8 ♙f2
 7 ♖d6 ♗g6
 8 ♗c6

At a suitable moment White has to swap off a pair of pawns with e5-e6 to win the remaining f-pawn. Beliavsky/Mikhailchishin give 8 e6 fxe6 9 ♗xe6 f4 10 ♗e5 ♙g3 11 ♖f5 ♙h2 12 ♖h4 ♗h5 13 ♖f3 ♙g3 14 ♗f5 together with ♖d4-e2xf3 as a win. But Serper recommends 10...♙e3 11 ♖f5 ♗g5 12 ♗e4 ♙c1 13 ♖d4 ♗h4 [10.2].

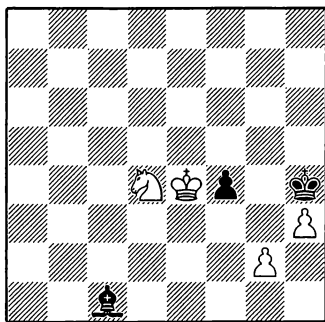


Diagram 10.2
 White to move

Black draws, e.g. 14 ♖e2 ♙d2 15 ♖xf4 ♗g3 or 14 ♗f3 ♗g5.

8 ... ♙d4
 9 ♖c4 ♙c3
 10 ♖d5 ♗g5
 11 ♖d6 ♗g6
 12 ♖b5 ♙b2
 13 ♖d4 ♗g5
 14 g3

By putting his pawn on a dark square, White prevents ...f5-f4.

14 ... ♙c3
 15 ♖f3+ ♗g6
 16 ♗d6 ♙b4+
 17 ♗d7 ♙c3
 18 ♗e7 ♗g7
 19 ♗d7 ♗g6
 20 e6 fxe6
 21 ♗xe6 [10.3]

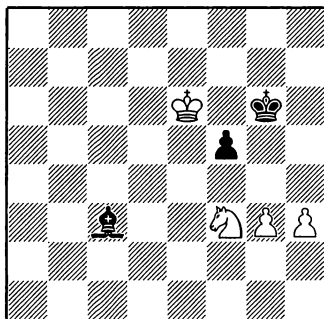


Diagram 10.3
 Black to move

21 ... ♙f6?

The decisive error. According to Serper White wins after 21...♙a5 22 ♖e5+ ♗g5 23 h4+. But I do not agree after 23...♗h5 24 ♗xf5 ♙c7. Black simply keeps his bishop on c7 or b8. 22 ♖h4+ ♗g5 23 ♖xf5 ♙e1 24 g4 ♙c3 25 ♗d5 ♗f4 26 ♗c4 ♙f6 (Serper) is also a draw as the black king can't be driven back.

22	♖e5+	♙xe5
23	♜xe5	♜g5
24	h4+	♜g4
25	h5	1-0

Endgame 11
C.Lutz-G.Ginsburg
 Germany 1998
 Unpublished.

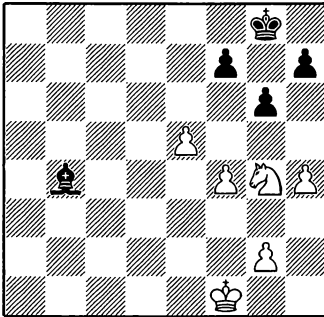


Diagram 11.1
 White to move

Analyse the game.

47 h5 ♙d2 48 g3 gxh5 49 ♖f6+ ♜g7 50 ♜e2 ♙c1 51 ♖hx5+ ♜g6 52 g4 ♙b2 53 ♜f3 ♙c3 54 ♜e4 h6 55 ♜d5 f5 56 exf6 ♜f7 57 ♖g3 ♙xf6 58 ♖f5 ♜g6 59 ♜e6 ♙b2 60 ♖e7+ ♜g7 61 f5 ♙c3 62 ♖d5 ♙b2 63 ♖f4 ♙c3 64 ♖h5+ ♜g8 65 f6 ♙b4 66 f7+ ♜h7 1-0

Commentary

Some time ago I studied endgames of the type “♖ v ♙”. In *Winning Endgame Technique* I came across two chapters of interest. One of them deals with the configuration “♖ + a♗ + c♗ v ♙”, the other with the type “♖ + 4♗ v ♙ + 3♗ on one

wing”. I was rather surprised when only one day (!) after my studies I reached the present position in a tournament game. Unfortunately my freshly acquired knowledge didn’t prevent me from committing mistakes.

In comparison to position 10.1, White’s king is less well placed. In addition, the position of the h-pawns is different.

47 h5

To have any winning chances at all, White has to prevent ...h7-h5.

I) I quickly dismissed 47 ♜e2 as the ♖h4 is fixed on a dark square. Contrary to endgame 10, White can’t force through either g2-g4 or f4-f5, e.g. 47...h5 48 ♖f6+ ♜g7 49 ♖e4 ♙a5 50 ♜d3 ♙e1 51 g3 ♜f8 52 ♜c4 ♜e7 53 ♜d5 ♜d7 and White can’t go on (54 f5 gxf5 55 ♖f6+ ♜e7 56 ♖hx5 f4).

II) 47 ♖f6+ ♜g7 48 g4 isn’t successful either, since after 48...♙e7 49 g5 ♙a3 (not 49...h6? 50 gxh6+ ♜xh6 50 ♖g8+) Black manages to exchange pawns with ...h7-h6. Black no longer has any problems: 50 ♜e2 h6 51 ♜d3 hxg5 52 hxg5 ♜f8, 50 ♖g4 ♙c1 or 50 ♖e8+ ♜f8 51 ♖c7 ♙c1 52 ♖d5 ♜g7.

47 ... ♙d2?

Black goes for a trap which, however, White avoids. As a consequence, Black loses an essential tempo.

I) If Black stays passive, White pushes his pawn to h6, cramping Black to the utmost, e.g. 47...♙c3 48 h6 ♙b4 49 ♖f6+ ♜h8 50 g4 ♙f8 51 g5 ♙e7 52 ♖d5 ♙d8 53 ♜e2 ♜g8 54 ♜d3 ♜f8 55 ♜c4 ♜e8 [11.2]

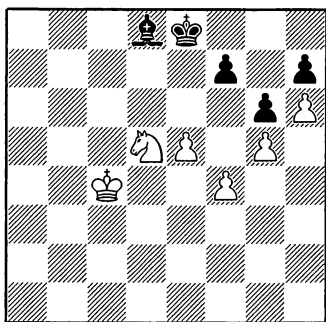


Diagram 11.2
White to move

56 ♖f6+ ♙xf6 57 gxf6 ♘d8 58 ♖c5 ♘d7 59 ♘d5 ♘d8 60 ♘d6 ♘e8 61 ♘c7 ♘f8 62 ♘d7 ♘g8 63 ♘e7.

II) But there is a way to reach the draw, namely 47...gxf6 48 ♖f6+ ♘g7 49 ♖xh5+ ♘g6 50 g4 (50 ♖f6 ♙d2 51 g3 h5 52 ♘e2 ♙c1 53 ♘f3 ♙d2 is ineffective as Black has too much space) 50...f5! (the freeing move) 51 exf6 (With his king still on f1 White has no other choice) 51...h6. Black draws in spite of two minus pawns. He simply keeps his bishop along the diagonal a1-h8, e.g. 52 ♘e2 ♙c3 53 ♘d3 ♙b2 54 ♘e4 ♙c3 55 ♘d5 ♘f7 [11.3].

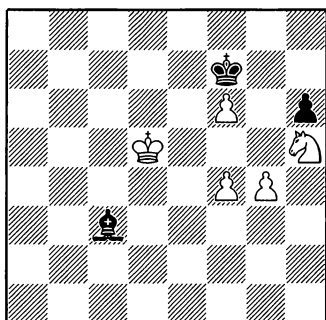


Diagram 11.3
White to move

This position occurs in the game as well. White has different tries:

A) 56 f5 ♙b2 doesn't help at all.

B) 56 ♘e4 ♘g6 57 f7!? ♘xf7 58 ♘f5. If the white king gets to f7 or g6, the game is won. But his black counterpart can't be driven away. The bishop pressurizes the ♖f4, e.g. 58...♙d2 59 ♖g3 ♙e3 60 ♖e4 ♙c1 61 ♖d6+ ♘e7 62 ♖c4 ♘f7 63 ♖e5+ ♘g7 64 ♖d3 ♙d2 65 ♘e6 (if White had time for f4-f5, ♖e5, f5-f6+ he would win) 65...h5! 66 g5 (66 gxf5 ♘h6 67 f5 ♙g5 is immediately drawn as the f-pawn won't cross the square f6) 66...h4 67 ♘f5 h3 68 ♖f2 h2 69 ♘g4 ♙e3 70 ♖h1 ♙c1 and White is unable to win the black pawn without giving up his own.

C) 56 ♖g3! (exploiting the fact that the black king can't take on f6 due to ♖e4+) 56...♙d2 (the simplest, though 56...♙xf6 is a draw as we will see later) 57 ♘e5 (57 f5 ♙c3 58 ♖e4 ♙b2 and it doesn't help that the knight has reached e4) 57...♙c3+ 58 ♘f5 ♙xf6 59 ♖e4 ♙b2 60 ♖d6+ ♘e7 61 ♖c4 ♙c1 62 ♖e5 ♙d2 63 ♖d3 ♘f7 and once again there is no possible progress. Position 11.3 is Black's main defensive position, we will encounter it time and again.

48 g3 gxf6

Now it is too late for this move. But I don't see a defence anymore. Interesting is 48...f5 [11.4]:

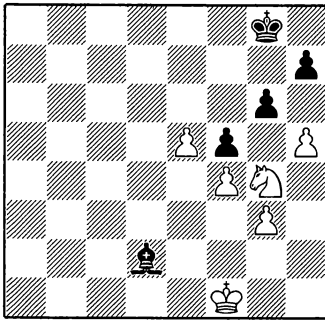


Diagram 11.4
White to move

Black prevents h5-h6, but this is still not enough.

I) 49 exf6? (spoils the position) 49...♔f7 50 hxg6+ (after 50 h6 ♖c3 51 ♔e2 ♖xf6 52 ♖xf6 ♔xf6 the pawn ending is drawn, e.g. 53 ♔f3 ♔f5 54 g4+ ♔f6 55 ♔e4 ♔e6 56 ♔d4 ♔f6 57 ♔d5 ♔f7 58 ♔d6 ♔f6 59 ♔d7 ♔f7 60 g5 ♔f8 61 ♔e6 ♔g8 62 ♔e7 ♔h8) 50...♔xg6 51 ♔e2 (51 ♖f2 ♖b4 52 ♖e4 ♔f5 53 ♖g5 h6 doesn't save the ♖f6 either) 51...♖a5 52 ♔f3 h5. Black wins the ♖f6, with a draw.

II) 49 ♖f6+ wins: 49...♔g7 (49...♔f7 50 h6 g5 51 ♖xh7 gxf4 52 ♖g5+ ♔g6 53 h7 ♔g7 54 e6 ♖b4 55 gxf4 and White wins) 50 h6+! (without this trick the win wouldn't be easy) 50...♔xh6 (50...♔h8 51 e6 followed by the king marching to d7) 51 e6 ♖b4 52 ♖d5 (an important gain of time as 52 e7? ♖xe7 53 ♖g8+ ♔h5 54 ♖xe7 ♔g4 55 ♔g2 g5 56 ♖d5 gxf4 and ...h7-h5-h4 is only drawn) 52...♖d6 53 e7 ♖xe7 54 ♖xe7 ♔h5 55 ♔g2 ♔g4 56 ♖d5 and the extra piece decides.

49 ♖f6+ ♔g7
50 ♔e2!

This intermediate move side-steps Black's trap. After 50 ♖xh5+? ♔g6 51 g4 ♖xf4 52 ♖xf4 ♔g5 Black can eliminate both white pawns.

50 ... ♖c1
51 ♖xh5+ ♔g6

Black has to choose whether to put his king to g6 or to f8. From g6 the king can support the idea ...f7-f5. 51...♔f8 is rather passive. White might win like this: 52 ♔d3 ♖b2 53 ♔e4 ♖c3 54 ♔d5 ♖b4 55 ♖f6 [11.5]

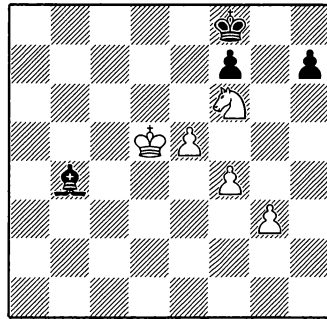


Diagram 11.5
White to move

Now Black only has the choice between different evils:

I) 55...♖e1 56 ♖xh7+ ♔g7 57 ♖f6 ♖xg3 58 ♖h5+.

II) 55...♔g7 56 ♔c6 ♖e1 57 ♖h5+ ♔f8 (57...♔g6 58 g4 leads to positions we will encounter later) 58 ♔d7 ♖c3 59 ♖f6 (59 e6? fxe6 60 ♔xe6 is only drawn, as Black's h-pawn is still on h7. White needs the square g6 for his king, e.g. 60...♖b2 61 f5 ♖c3 62 f6 ♖b2 63 f7 ♖a3 64 ♔f6 ♖b2+ 65 ♔e6 ♖a3 66 ♖f6

♙d4 66 ♘d5+ ♖g7 67 ♖h5 and 68 f6+.

55 ♖d5

White still intends playing ♖c6-d7-e8. Since ...h7-h6 already happened, he can also choose a plan based on f4-f5+: 55 ♖f3

I) 55...♙d4 56 ♘f6 ♙b2 57 f5+ ♖g5 (57...♖g7 58 ♖e4 ♙c3 59 ♘h5+ and White forces e5-e6, see diagram 11.5, line III) 58 ♘e4+ ♖h4 59 e6 fxe6 60 fxe6 ♙a3 61 ♖f4 ♖h3 62 ♖f5 ♙e7 63 ♘f6 ♖g3 64 ♖g6 ♙d8 65 ♖f7 ♖f4 66 e7 ♙xe7 67 ♖xe7 ♖g5 68 ♖f7 and White wins.

II) 55...♙b4 (Black sets a trap) 56 ♘f6 ♙a3 (56...♙e7 57 f5+ ♖g5 58 ♘e4+ ♖h4 59 ♘d6 f6 60 ♘c8) 57 f5+ ♖g5 58 ♘e4+ ♖h4 59 ♘d6 (but not 59 e6? fxe6 60 fxe6 ♙e7 61 ♖f4 h5 62 g5 ♙xg5+ 63 ♘xg5 stalemate!) 59...f6 60 ♘c4, winning.

55 ... f5

Black forces proceedings. After 55...♙b4 White has the pleasant choice between 56 ♖c6 f5 57 ♘g3 fxg4 57 f5+ (which is similar to diagram 11.6, line I with the h-pawn on h6) or 56 ♖e4 and 57 ♖f3.

56 exf6?

This lousy move spoils everything. As we already know, Black can draw now. It requires only a little bit of calculation to find the win:

I) 56 gxf5+? (leads to a draw only) 56...♖xh5 57 ♖e6 ♖g4 58 f6 h5 59 f7 (59 ♖f7? ♖f5) 59...♙b4 60 ♖f6 h4 61 e6 h3 62 e7 ♙xe7+ 63 ♖xe7 h2 64 f8=♖ h1=♖ and the queen ending is a draw.

II) 56 ♘g3! fxg4 57 f5+ (the most elegant, though 57 ♖e6 wins as well) 57...♖f7 58 e6+ ♖e7 59 ♘h5 ♙b2 60 f6+ ♙xf6 61 ♘xf6 g3 (61...♖xf6 62 ♖d6 g3 63 e7 g2 64 e8=♖ g1=♖ 65 ♖f8+) 62 ♘g8+ ♖f8 63 e7+ ♖f7 64 ♖d6 g2 65 ♘f6! [11.7]

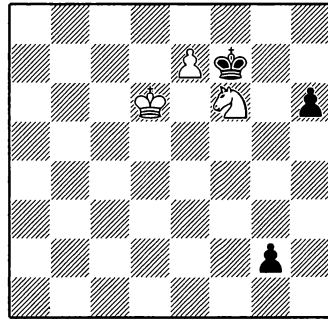


Diagram 11.7
Black to move

65...g1=♖ 66 e8=♖+ ♖xf6 67 ♖f8+, winning the enemy queen.

56 ... ♖f7

By now we have reached position 11.3.

57 ♘g3 ♙xf6?!

57...♙d2 leads to a draw as was shown above. The text complicates things somewhat.

58 ♘f5 ♖g6?

But this is the decisive mistake as the black king cedes ground. 58...h5 is the only move. As 59 g5 ♙xg5 60 fxg5 ♖g6 and 59 ♘d6+ ♖g6 60 f5+ ♖g5 lead to an immediate draw White has to take the pawn, but after 59 gxh5 ♙b2 [11.8]

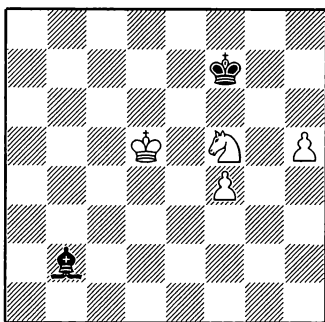


Diagram 11.8
White to move

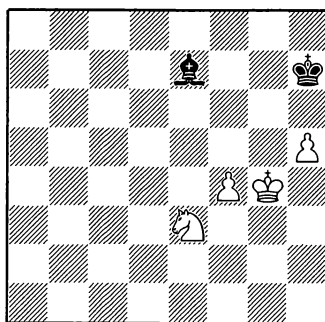


Diagram 11.9
White to move

... we reach a remarkable position. Averbakh analysed in 1958 that White wins if his king gets ahead of the pawns (e.g. to g5, with the knight on g4). But according to Beliavsky/Mikhalchishin and Jon Tisdall (in *Batsford Chess Endings*) White can't force the win with his king on d5. Some exemplary lines: 60 ♖e4 (We now reach the game H.Olafsson-V.Ivanchuk, Reykjavik 1990 with colours reversed) 60...♗f6 61 ♜e3 ♙c1 and now:

I) 62 ♜d5+ is analysed in detail by Tisdall: 62...♗g7!? (62...♗e6 is possible as well. The point is the drawing position after 63 f5+ ♗f7 64 ♜f4 ♗f6 65 h6 ♙d2 66 ♜h5+ ♗f7 67 h7 ♙c3 68 ♗f4 ♙d2+ 69 ♗e4 ♙c3 70 f6 ♙xf6 71 ♜xf6 ♗g7) 63 ♗f5 ♗h6 64 ♗g4 ♙a3 65 ♜e3 ♙c1 66 ♜f5+ ♗h7 67 ♗g5 (the white king has only temporary access to this square) 67...♙a3 68 ♜e3 ♙e7+ 69 ♗g4 [11.9]

69...♙a3 (bad is 69...♙f6? 70 ♗f5 and ♜g4, ♗e6, f4-f5-f6 or 69...♙d8? 70 ♜d5 ♙a5 71 f5 ♗h6 72 f6 ♙d2 73 ♜e7 ♙b4 74 ♜f5+ ♗h7 75 f7 followed by the king marching to e8) 70 ♜d5 ♗h6 71 f5 ♙b2 72 f6 ♙d4 with a draw as White sticks onto the ♜h5.

II) 62 ♜g4+ ♗e6 63 h6 ♙b2 64 f5+ ♗f7 65 ♗d5 (65 ♗f3 ♙c1 66 ♗g3 ♙g5) 65...♙c3 (65...♙a1? has been played by Olafsson in an analogous situation. The bishop can't switch to the diagonal c1-h6 in time: 66 ♜e5+ ♗f6 67 ♗e4 ♙b2 68 ♜g6 with a win) 66 ♜e5+ ♗f6 67 h7 ♗g7 68 f6+ ♗xh7 69 ♗e6 ♙b4 with a draw.

59 ♗e6

Now White is back in the driving seat.

59	...	♙b2
60	♜e7+	♗g7
61	f5	♙c3

61...♙d4 62 ♖d5 h5 63 g5 h4 64
 ♜f4 ♙e3 65 f6+.

62 ♖d5 ♙b2

63 ♜f4 ♙c3

64 ♜h5+ ♙g8

65 f6

65 ♙e7 is possible as well.

65 ... ♙b4

65...♙b2 66 ♙e7 ♙a3+ 67 ♙e8
 ♙h7 68 ♜f4 ♙b4 69 f7 ♙g7 70
 ♜d5 ♙f8 71 ♜e7.

66 f7+ ♙h7

[11.10]

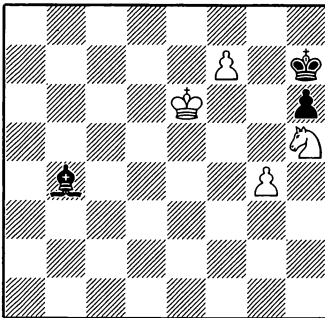


Diagram 11.10
 White to move

Black lost on time while complet-
 ing this move. But Black is lost any-
 way as the white knight will reach
 f5: 67 ♙f6 ♙a3 68 ♜g3 ♙b4
 (68...♙b2+ 69 ♙e7 ♙a3+ 70 ♙e8
 ♙g6 71 ♜f5 ♙f6 72 ♜xh6) 69 ♜f5
 ♙f8 70 ♜e7 ♙g7+ 71 ♙e6 ♙f8 72
 ♜d7.

Endgame 12

A.Karpov-P.Leko

Dortmund 1994

Earlier publication:

Informant 61/426 (A.Karpov).

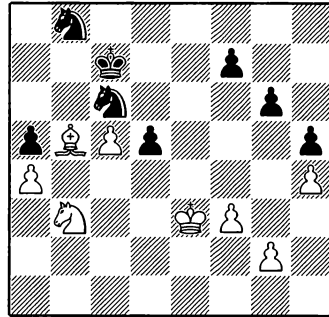


Diagram 12.1
 White to move

White enjoys a space advantage
 and the black pieces are tied to the
 defence of the queenside. How did
 Karpov (to move) squeeze out a
 win?

Commentary

39 g4!

The black pieces are busy on the
 queenside, therefore White opens up
 another front on the kingside. The
 move g2-g4 is a standard manoeuvre
 to attack the pawn chain
 f7-g6-h5. Black can react in two dif-
 ferent ways. Either he takes on g4,
 enabling White to create a danger-
 ous passed pawn with f3xg4 and
 h4-h5, or he allows a capture on h5
 and remains with a weak pawn
 there. In any case, Black is in a
 sorry state.

39 ...

f6

40 gxf5

gxf5

- 41 ♖f4 ♘d7
 42 ♖f5 ♘ce5
 43 ♙e2

43 f4 ♘f3 44 ♖e6 ♘f8+ 45 ♖xf6
 ♘xh4 gives Black some counterplay
 (Karpov).

- 43 ... d4
 44 ♘xd4!

Otherwise the d-pawn will be
 dangerous: 44 f4 d3! 45 ♙xh5 ♘c4
 (Karpov).

- 44 ... ♘xc5
 45 f4 ♘ed7
 46 ♙xh5 ♘xa4
 47 ♙e8 ♘ac5
 48 h5 a4
 49 h6 ♘f8
 50 ♖xf6

50 ♙xa4 ♖d6 51 ♙b5 ♖e7 and
 ... ♘b7-d6 (Karpov).

- 50... a3
 51 ♖e7 a2
 52 ♘c2 ♘ce6
 53 ♙f7! ♘d4
 54 ♖xf8 1-0

Endgame 13

Z.Almasi-C.Lutz

Vienna open tournament 1996

Unpublished.

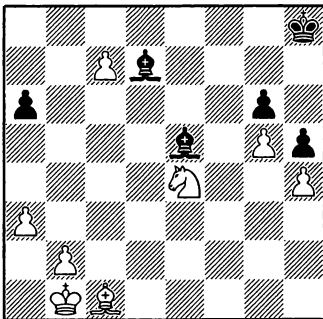


Diagram 13.1
White to move

White is two pawns up, but the
 ♘c7 is en prise while ... ♙f5 has to
 be taken into account as well. How
 should White continue ?

Commentary

If Black succeeds in taking on c7,
 things aren't clear anymore. But Al-
 masi comes up with a piece
 sacrifice.

- 46 b4!

The bishop gets to the diagonal
 a1-h8.

- 46 ... ♙f5
 46... ♙xc7 47 ♙b2+ and ♘f6+.
 47 ♙b2! ♙xe4+
 48 ♖c1 ♙f5

Black returns the piece to bring
 his king to c8. After 48... ♙xb2+ 49
 ♖xb2 ♙f5 50 ♖c3 ♖g7 51 ♖d4
 ♖f7 52 ♖c5 [13.2]

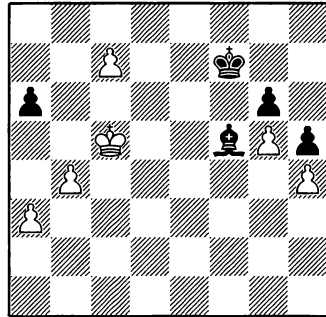


Diagram 13.2
Black to move

... the white king gets to b8, fol-
 lowed by the advance of the
 b-pawn.

- 49 ♙xe5+ ♖g8
 50 ♖b2 ♖f7
 51 ♖b3 ♙d7
 52 ♖c4 ♖e6
 53 ♙g3 ♙b5+

What else ?

- | | | |
|----|-------------|------|
| 94 | ♙xe3 | ♜xe3 |
| 95 | ♜f1 | ♜f3 |
| 96 | ♜g1 | ♙c6 |
| 97 | ♜f1! [14.2] | |

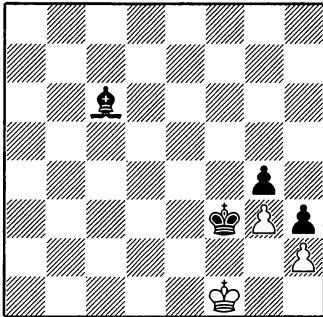


Diagram 14.2
Black to move

Black can't break the white fortress, it's a draw!

Endgame 15

C.Lutz-P.Schlosser

Dresden open tournament 1995

Earlier publication:

Informant 64/170.

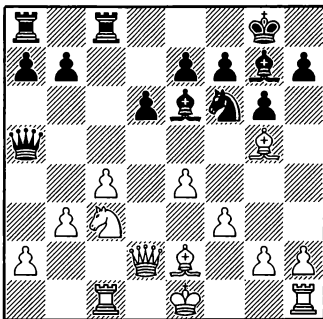


Diagram 15.1
Black to move

Analyse the game.

- 13...♞ab8 14 ♜d5 ♜xd2+ 15 ♜xd2 ♙xd5 16 cxd5 ♜f8 17 ♙e3 ♞a8 18 g4 ♜d7 19 ♞xc8+ ♞xc8 20 ♞c1 ♞xc1 21 ♜xc1 a6 22 ♜c2 ♜e8 23 g5 ♜c5 24 b4 ♜a4 25 b5 ♜c5 26 bxa6 bxa6 27 h4 ♜d8 28 ♙f1 ♜c7 29 ♙h3 ♜d7 30 ♙f1 ♜c5 31 ♙h3 ♜d7 32 f4 h6 33 ♙f1 hgx5 34 hgx5 ♜b7 35 ♙e2 ♙a1 36 ♜b1 ♙c3 37 ♜c2 ♙a5 38 ♙g4 ♙b6 39 ♙xb6 ♜xb6 40 ♜b3 ♜a8 41 ♙d7 ♜c7 42 f5 ♜b6 43 ♜c4 ♜b7 44 a4 ♜b6 45 ♙c6 ♜a7 46 ♜c3 ♜b6 47 ♜b4 a5+ 48 ♜c4 ♜a6 49 ♜d4 ♜b6 50 ♙d7 ♜b7 51 fxg6 fxg6 52 e5 dxe5+ 53 ♜xe5 ♜b6 54 ♙e6 1-0

Commentary

The diagram shows a well-known Maroczy Bind position. Black's main idea is the thrust ...b7-b5 to attack on the queenside. For the moment, White confines himself to the prevention of this plan. Contrary to other lines of the Sicilian it is advantageous for White to exchange queens, as then his advantage in space gains in importance while Black is lacking the usual counterplay along the c-file.

13 ... ♞ab8!?

A novelty which put me off a little bit as I expected 13...a6. My knowledge then consisted only of the classic game A.Karpov-L.Kavalek (Nice Olympiad): 14 ♜a4 ♜xd2+ 15 ♜xd2 ♞c6 (Later on Black tried to improve. The current continuation is 15...♜d7, e.g. 16 g4 f6 17 ♙e3 f5 18 exf5 gxf5 19 h3 ♞f8 20 f4 d5 21 cxd5 ♙xd5 22 ♞hd1 with a small edge for White in A.Beliavsky-S.Tiviakov, Groningen 1993) 16 ♜c3 ♞ac8 17 ♜d5 ♜f8 18

♙e3 ♘d7 19 h4 ♙xd5 20 exd5
 ♖6c7 21 h5 ♗g8 22 f4 ♘c5 23 ♙g4
 ♘e4+ 24 ♘d3 f5 25 ♙f3 b5 26 g4
 bxc4+ 27 ♖xc4 ♖xc4 28 bxc4 ♘c5+
 29 ♙xc5 ♖xc5 30 h6 ♙f8 31 ♗c3
 fxg4 32 ♙xg4 ♗f7 33 ♙e6+ ♗f6
 34 ♙g8 ♖c7 35 ♙xh7 e6 36 ♙g8
 exd5 37 h7 ♙g7 38 ♙xd5 ♙h8 39
 ♘d3 ♗f5 40 ♗e3 ♖e7+ 41 ♗f3 a5
 42 a4 ♖c7 43 ♙e4+ ♗f6 44 ♖h6
 ♖g7 45 ♗g4 1-0. Karpov comments
 on this game in several sources. One
 of his remarks needs closer inspec-
 tion. After 14 ♘a4 he writes (my
 translation): "Usually one plays 14
 ♘d5 ♖xd2+ 15 ♗xd2 ♙xd5 16
 cxd5 with a space advantage for
 White. But this position is fairly dif-
 ficult to win, especially if Black
 plays cautiously and refrains from
 'active' continuations (like
 16...b5??). The move 16...b5 is bad,
 since after the exchange of the
 heavy pieces the ending "2♙ v ♙ +
 ♘" offers good winning chances to
 White on account of the black
 weaknesses at the queenside." I
 would like to add: the game Lutz-
 Schlosser shows that the endgame
 after 14 ♘d5 ♖xd2+ 15 ♗xd2
 ♙xd5 16 cxd5 offers winning
 chances for White even if Black re-
 frains from 16...b5?. Therefore it
 isn't surprising that Black players
 usually play 15...♘d5! and
 16...♙d7. Then White can't capture
 on e7 due to ...♙h6+, but otherwise
 Black has no problems.

14 ♘d5!?

Now 14 ♘a4 might be less effec-
 tive as the b6 square isn't weak-
 ened. But the text shouldn't be
 better.

14 ... ♖xd2+

15 ♗xd2 [15.2]

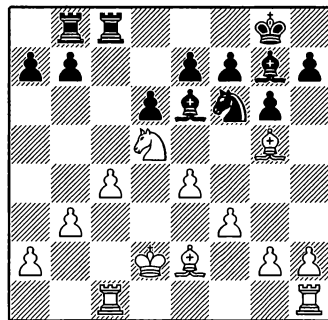


Diagram 15.2
Black to move

15 ... ♙xd5?

This move is a clear mistake as
 the advantage in space and the pair
 of bishops guarantee a solid edge
 for White. 15...♘d5 leads to equal-
 ity. White can recapture both ways:

I) 16 exd5 ♙d7 17 ♙xe7 (after 17
 ♖hd1 ♗f8 there is no white advan-
 tage. Black has different possibili-
 ties then, e.g. ...a7-a6 and ...b7-b5 or
 ...a7-a5, ...♙d4-c5 and ...e7-e6)
 17...♙h6+ [15.3]

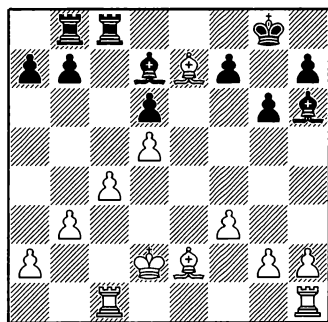


Diagram 15.3
White to move

18 ♗c3 (18 ♗c2 ♖e8 or 18 ♗d1
 ♙xc1 19 ♗xc1 b5 20 ♙xd6 ♖b6)

and ...bxc4, ...♙b5 is better for Black) 18...♙g7+ (18...♙xc1 19 ♖xc1 ♜e8 20 ♙xd6 is better for White) 19 ♖b4? (19 ♖d2 with a draw is more advisable) 19...a5+ 20 ♖xa5 (20 ♖a3 ♜e8 21 ♙xd6 ♜xe2 22 ♙xb8 ♙b2 mate !) 20...♜a8+ 21 ♖b6 ♙d4+ 22 c5 ♙xc5+ 23 ♜xc5 ♜xc5 and Black has the upper hand.

II) 16 cxd5 ♙d7. Once again it only troubles White if he tries to force matters: 17 ♜xc8+ (17 ♙xe7? ♙h6+) 17...♜xc8 18 ♙xe7?! ♙h6+ 19 ♖e1 ♜cl+ 20 ♙d1 ♙b5 21 ♙xd6 ♙e3, and White plays without the ♜h1. Of course, White can exchange all rooks by playing 18 ♜c1, but then we reach a drawish position. At a suitable moment, Black might break up the enemy pawns with ...e7-e6. A related endgame is **J.Speelman-M.Trauth** (EWG tournament Berlin 1980) [15.4]:

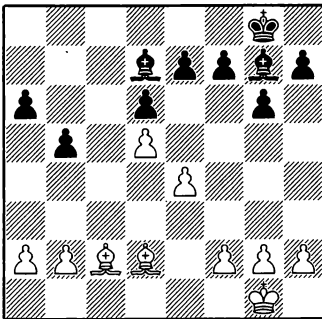


Diagram 15.4
White to move

Speelman analyses this game in *Analysing the Endgame*. White has a small edge as Black has already played the weakening ...b7-b5. Though Black still should draw

(according to Speelman) he loses by a series of minor inaccuracies: 21 b3 ♙d4 22 ♖f1 ♖f8 23 ♖e2 ♖e8 24 ♙d3 e5 25 dxe6 ♙xe6 26 ♙e3 ♙c5 27 f4 f6 28 h3 ♖d7 29 ♙d2 ♙d4 30 ♙c2 ♙f7 31 ♖d3 ♙b2 32 ♙c3 ♙xc3 33 ♖xc3 a5 34 a3 ♖c6 35 ♙d3 g5 36 fxg5 fxg5 37 b4 ♖b6 38 ♖d4 h6 39 e5 dxe5+ 40 ♖xe5 ♙e8 41 ♙e4 axb4 42 axb4 ♖c7 43 ♙f3 ♖d7 44 ♖d5 ♖c7 45 ♖c5 ♙d7 46 ♙e2 ♙c6 47 g3 ♙g2 48 h4 gxh4 49 gxh4 ♙c6 50 ♙xb5 ♙f3 51 ♙c4 ♙g2 52 ♙d5 ♙f1 53 ♙c6 ♙e2 54 b5 ♖d8 55 ♖d6 ♙c4 56 b6 ♙a6 57 ♖e6 ♙e2 58 ♖f6 ♖c8 59 ♖g6 h5 60 ♖g5 ♖d8 61 ♙e8 ♙a6 62 ♙xh5 ♖e7 63 ♙f3 ♖f7 64 h5 ♙c8 65 h6 ♖g8 66 ♙e4 ♙a6 67 ♖f6 ♙c8 68 ♖e7 ♙a6 69 ♖d6 ♖f7 70 ♖c7 ♖f6 71 ♙d3 1-0.

16 cxd5

16 exd5!/? analogous to Karpov-Kavalek is interesting as well.

16 ... ♖f8

17 ♙e3 ♜a8?!

Only a loss of time. After 17...a6 18 ♜xc8+ ♜xc8 19 ♜c1 ♜xc1 20 ♖xc1 ♖d7 21 ♖c2! Black is a tempo up compared to the game. However, as Black has to stay passive this tempo is of no importance.

18 g4

White strives to gain space on the kingside. He wants to set up the pawn structure w♙d5 + ♙e4 + ♙f4 + ♙g5 v b♙d6 + ♙e7 + ♙f7 + ♙g6. According to Hans Kmoch's terminology in his classic *Die Kunst der Bauernführung* this set-up is called *quartgriff* (quart grip). The strength of a quart grip demonstrates the following educational example, taken

from the *Encyclopaedia of Endings* (Pawns), endgame 508 [15.5].

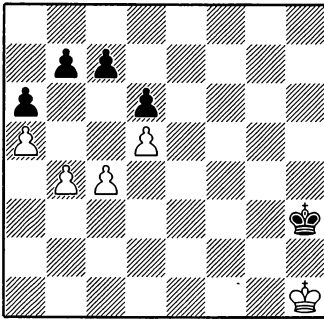


Diagram 15.5
White to move

Seemingly, White is in trouble. How can he defend against the black king gobbling up his pawns? But White can force a breakthrough: 1 b5 ♖g4 (1...axb5 2 cxb5 and 3 a6) 2 c5! (the point) 2...dxc5 (2...♖f5 3 c6 or 2...axb5 3 c6 bxc6 4 a6 don't help either) 3 b6 cxb6 4 d6, and the d-pawn promotes. White can also invert the first two moves: 1 c5 ♖g4 2 b5!.

18 ... ♜d7

Due to ...♙b2 White swaps off all rooks.

19 ♖xc8+ ♜xc8

20 ♜c1 ♜xc1

21 ♖xc1 a6

After the exchange of the heavy pieces the white advantage is obvious. The only question is: Can White win or can Black draw?

22 ♖c2!

It is important to watch closely for your opponent's intentions. The text not only centralizes the king, but also prevents 22...♙c3. Black can then play ...♙b4-c5.

22 ... ♙e8
23 g5 [15.6]

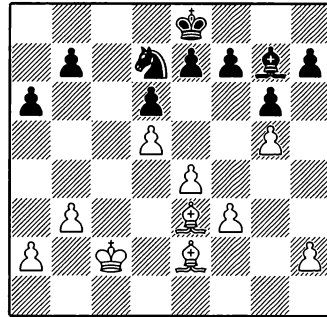


Diagram 15.6
Black to move

23 ... ♞c5!?

Since ...♙c3-b4 has been prevented, Black tries to become active with this knight sortie. As a consequence Black has to accept a weakening of his pawn structure (though it isn't clear whether this is really that bad). Black has several alternatives. Of special importance is the defensive plan outlined under IV:

I) 23...e6? (misplaced activity) 24 dxe6 fxe6 25 f4. White prepares f4-f5, Black is in deep trouble.

II) 23...b5? 24 a4 bxa4 25 b4 is wrong, the same applies for

III) 23...a5? 24 ♙d2 b6 25 ♙e3 and a2-a3, b3-b4, ♖b3-a4.

IV) Black can go for a passive defence with 23...♖d8, waiting for White to show his intentions. Possibly Black just holds a draw: 24 b4 ♖c7 (24...♙e5!? 25 f4 ♙g7 intending ...h7-h6 deserves attention) 25 a4 ♖d8 26 a5 ♖c7 27 h4 ♖d8 28 f4 (White closes the diagonal c1-h6, thus enabling Black to play ...h7-h6. But White can't do without f3-f4 as

a preparation for h4-h5, e.g. 28 ♖d3 ♜e5+ or 28 h5 gxh5 29 f4 h4 and while White has to deal with the h-pawn, Black will manage to play ...h7-h6 anyway) 28...h6 (28...♞c7 is hopeless. After 29 h5 ♖d8 30 h6 ♙a1 31 ♙g4 the ♖h7 is an additional weakness. White wins by ♙h3, f4-f5xg6 and ♙e6-g8) and now:

A) 29 ♖d3 (the natural move) 29...hxg5 30 hxg5 ♙b2 (Black avoids the exchange of the bishops) 31 ♙d4 (or 31 ♞c2 ♙g7 32 ♙g4 ♞c7 33 ♙h3 ♙a1 34 f5 ♖d8 35 fxe6 fxe6 36 ♙e6 ♞e8 37 ♖d3 ♙b2) 31...♙c1 32 ♙e3 ♙b2 33 ♙d2 ♞c7 34 ♙c3 ♙c1 35 ♙d2 ♙b2 36 ♞c2 ♙d4 37 ♙c3 ♙e3 38 ♙d2 ♙d4 and White won't make progress.

B) 29 gxh6! [15.7]

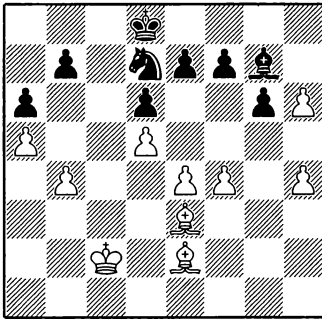


Diagram 15.7
Black to move

This move appears illogical as White relaxes his grip, but White opens up lines on the kingside. This idea has been put into effect in a very similar position in the game Dvoirys-Tiviakov, Podolsk 1993 (cf. endgame 16). 29...♙xh6 30 h5

(30 ♖d3!? is possible, as after 29...♜f6 30 ♙f3 White can go for e4-e5) 30...gxh5 31 ♙xh5. After 31...f6? 32 ♙g4 and ♙f5 the white king can penetrate with ♖d3-e2-f3-g4-h5. If Black defends with ...♜f8, the white bishops get to c8 or d8. But after 31...♞e8 White has no win.

24 b4

Alternatives:

I) 24 h4!? is feasible. After ♙f1-h3 Black has to retreat his knight when White can proceed along the lines above.

II) 24 a4? a5 allows a blockade of the queenside.

24 ... ♜a4!?

With 24...♜d7 Black can transpose to lines above.

25 b5 ♜c5

A forced retreat.

I) 25...♜c3 26 bxa6 bxa6 27 ♙xa6 ♜xa2 28 ♙d2 and the knight is lost.

II) 25...a5 26 b6 ♖d8 (26...♜c3 27 ♙a6) 27 ♙d2 ♙d4 28 ♙b5 ♜xb6 29 ♙xa5 and Black is completely tied down.

26 bxa6 bxa6

Let's compare the two set-ups w♙a2 v b♙a6 and w♙a5 + ♙b4 v b♙a6 + ♙b7 (which could have arisen in the event of a passive black defence). In the first-mentioned case the weaknesses a6 and f7 are far apart. In general it's important for the defender to have his weaknesses close together. On the other hand the exchange of the b-pawns allows the black knight access to the square c5.

26...♜xa6!? would be strategically better (the ♙b7 is less

vulnerable than the $\Delta a6$), but there is a concrete drawback: 27 ♙b5+ (27 ♜b3 ♝c5+ and ... ♜d8-c7 allows Black to correct his mistake. 27 ♙xa6 bxa6 28 ♜b3 ♜d7 29 ♜a4 ♜c7 30 ♜a5 ♜b7 is of no use) 27... ♜d8 (27... ♜f8 28 ♙xa6 bxa6 29 ♜b3 , and the $\Delta a6$ gets lost) 28 ♙b6+ ♝c7 (not a dream square for the knight, but otherwise there will follow 29 ♙e8) 29 f4 (29 ♜d3 ♙e5 and ... ♙e5-f4) 29... $\text{♙d4!$? (a try to disturb White's play. After 29... ♜c8 30 ♙a4 White can improve his position by ♜c2-d3 and h2-h4) 30 ♙xd4 ♝xb5 31 ♙b6+ ♜d7 32 ♜b3 ♝c7 33 ♙xc7 ♜xc7 34 ♜c4 [15.8].

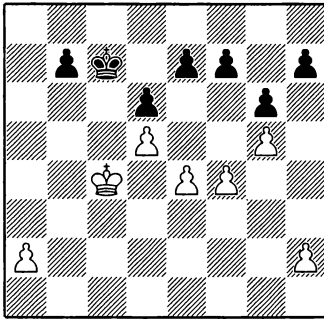


Diagram 15.8
Black to move

Thanks to his space advantage White wins, viz.:

I) 34... e5 35 fxe5 dxe5 36 ♜c5 .

II) 34... f5 35 exf5 gxf5 36 h4 .

III) 34... e6 35 ♜b5 ♜d7 (35... exd5 36 exd5 ♜d7 37 ♜b6 ♜c8 38 a4 ♜b8 39 a5 ♜c8 40 a6) 36 ♜b6 ♜c8 37 a4 ♜b8 38 a5 ♜c8 39 h4 ♜b8 40 dxe6 fxe6 41 f5 .

IV) 34... f6 35 h4 ♜b6 36 f5 .

V) 34... ♜d7 35 ♜b5 ♜c7 36 e5 .

VI) 34... b6 35 ♜b5 ♜b7 36 e5 ♜c7 37 a4 ♜b7 38 exd6 exd6 39 h4 ♜c7 40 ♜a6 .

VII) 34... ♜b6 35 e5 ♜a6 (35... ♜c7 36 ♜b5 ♜d7 37 ♜b6) 36 e6 fxe6 37 dxe6 ♜b6 38 f5 gxf5 39 h4 .

27 **h4**

White intends h4-h5 . 27 ♙xc5? dxc5 28 ♙xa6 ♙e5 , and Black captures the $\Delta g5$. White should part with the pair of bishops only if he gets real advantages in return.

27 ... ♜d8

28 ♙f1 ♜c7

29 ♙h3 ♝d7

Black prevents 30 ♙g4 (as a preparation of h4-h5) due to 30... ♝e5 .

30 ♙f1 [15.9]

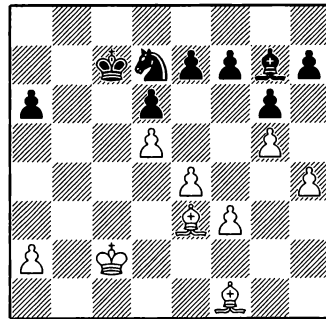


Diagram 15.9
Black to move

A repetition of moves to gain time on the clock.

30 ... ♝c5

31 ♙h3 ♝d7

32 **f4**

White seizes the e5 square. He closes the diagonal c1-h6 and

allows ...h7-h6 as otherwise he can't make progress.

32 ... h6

33 ♖f1

33 gxh6!? ♕xh6 34 ♖g4 ♜f6 35 ♕f3 is possible, in analogy to Dvoirys-Tiviakov. I have the impression that then the pawn structure on the queenside might be disadvantageous for White. Dvoirys broke through in the centre with e4-e5, using the ♖b7 as a target. But now White is lacking this target.

33 ... hxg5

34 hxg5 ♖b7

35 ♕e2 ♕a1

36 ♖b1?

White would like to include another repetition of moves, but Black can manoeuvre his bishop to the diagonal e1-a5. 36 ♕f3 is better.

36 ... ♕c3

37 ♖c2 ♕a5

After 37...♕a1! White probably would have played 37 ♕f3. But the text is better.

38 ♖g4 ♕b6?

The bishop uses its newly-gained freedom for a mistaken exchange. On the one hand the white king gains access to important dark squares (d4, b4, a5), on the other hand the knight is out of play. By now White is winning. 38...♖c7 is better, e.g. 39 ♕d4!? ♕e1 (39...♜c5 40 e5 and e5-e6) 40 ♖d3 ♕h4!?, and the black bishop hinders White's progress.

39 ♕xb6 ♜xb6

40 ♖b3 [15.10]

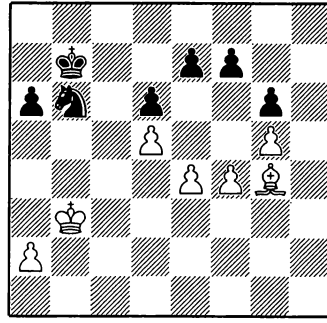


Diagram 15.10

Black to move

40 ... ♜a8

Black redirects his knight to c7 to protect the e8 square. But now both his pieces are severely restricted and White can operate with zugzwang motives. Black has two other options:

I) 40...♖c7 (Black awaits White's intentions) 41 ♖b4 ♖b7 42 a4 ♖a7 (42...♖c7 43 ♕e2 ♖b7 44 ♖a5 loses the ♖a6) 43 f5 gxf5 44 ♕xf5 ♖b7 45 a5 ♜a8 (45...♜c8 46 ♕d7 and 47 ♕e8) 46 ♕e6! and the g-pawn queens.

II) 40...a5 (closing the queenside) 41 ♕e2! (41 ♖c3 ♖c7 42 ♖d4 "intending f4-f5xg6 and e4-e5" has been my original comment in the *Informant*. This was rather careless as after 42...♖d8 and ...♖e8-f8-g7 Black defends the kingside and establishes a fortress. 41 ♕e2! intending 42 ♕b5 avoids this defence) and now:

A) 41...♜d7 42 ♕b5 ♜c5+ (42...♖c7 43 ♕xd7) 43 ♖c4 ♜xe4

44 ♖e8 ♜g3 45 ♖xf7 ♜e2 46 f5, White wins.

B) 41...♗c7 42 ♖b5 ♗d8 43 ♗c3 with a further branch:

B1) 43...f6 44 f5 just loses.

B2) 43...♜c8 44 f5 ♜b6 45 ♖c6 (zugzwang) 45...e5 (or 45...♜c8 46 ♗c4 ♜a7 47 ♖a4) 46 dxe6 fxe6 47 f6 e5 48 ♗b3.

B3) 43...e6 (Black avoids zugzwang but he has to loosen his position) 44 dxe6 fxe6 45 ♗d4 ♗e7 (45...♜d7 46 ♖xd7 ♗xd7 47 ♗c4. White captures the ♖a5 as 47...♗c6 48 f5 loses) 46 ♖c6 ♜c8 (46...d5 47 ♗c5, 46...♗f7 47 e5 ♗e7 48 ♖e4 dxe5+ 49 fxe5 ♗f7 50 ♖c6 and ♗c5) 47 e5 d5 48 ♖b5 [15.11].

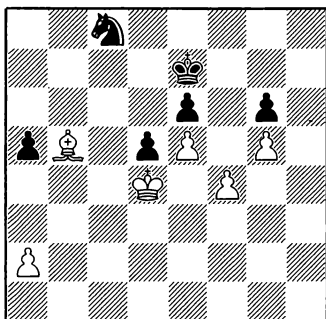


Diagram 15.11
Black to move

The combined attack against g6 and a5 wins: 48...♗d8 49 ♖d3 ♜e7 50 ♗c5 ♗c7 51 a4 ♗d7 52 ♗b5 d4 53 ♗c4.

- 41 ♖d7 ♜c7
- 42 f5 ♗b6
- 42...gxf5 43 ♖c6+ and 44 exf5, 45 g6.
- 43 ♗c4 ♗b7
- 44 a4

White restricts the ♜c7 even further. 44 ♖e6? is too brilliant to be true: 44...fxe6 45 f6 exd5+ 46 exd5 e6 47 f7 exd5+ 48 ♗d4 (48 ♗d3 ♜e6) 48...♗c6 (48...♜e6+? 49 ♗xd5 ♜f8 50 ♗xd6 and White really wins), and now White should draw with 49 f8=♜, rather than 49 f8=♗? ♜e6+.

- 44 ... ♗b6
- 45 ♖c6 ♗a7

Or 45...♗a5 46 ♗b3 (driving the king away) 46...♗b6 47 ♗b4 ♗a7 48 ♗a5 ♗b8 49 ♗b6 with a win.

- 46 ♗c3! [15.12]

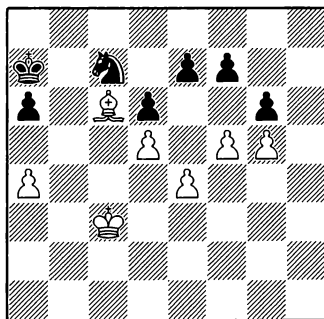


Diagram 15.12
Black to move

It has become clear that White will win by means of ♗c4-d4, f5xg6 and e4-e5. However, White strives to implement this plan under the most favourable circumstances. The triangulation ♗c4-c3-b4 forces ...a6-a5. Other moves are less accurate:

I) After 46 ♗d4 ♗b6 47 fxg6 fxg6 48 e5 ♗a5 the black king escapes. Why should White allow this if he can play 46 ♗c3 ?

II) 46 a5?! allows the ♜c7 to access the b5 square.

46 ... ♖b6
 47 ♖b4 a5+
 47...♖a7 48 ♖a5.
 48 ♖c4 ♖a6
 49 ♖d4 ♖b6
 50 ♙d7 ♖b7

50...♖a6 51 fxg6 fxg6 52 e5
 doesn't differ too much, e.g.
 52...♖b7 53 exd6 exd6 54 ♙e6
 ♜xe6+ 55 dxe6 [15.13]

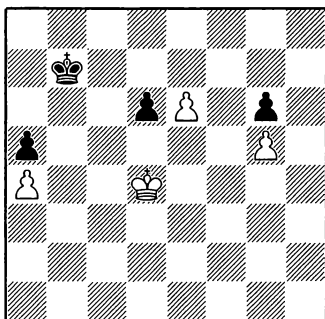


Diagram 15.13
Black to move

... with a won pawn ending:
 55...♖c8 (55...♖c6 56 ♖e4 d5+ 57
 ♖e5 d4 58 ♖f6) 56 ♖d5 ♖c7 57 e7
 ♖d7 58 e8=♚+ ♖xe8 59 ♖xd6.

51 fxg6 fxg6
 52 e5 dx5+

Or 52...♖b6 53 exd6 exd6 54
 ♙e6 ♜xe6+ 55 dxe6 with similar
 lines as in position 15.13.

53 ♖xe5 ♖b6
 54 ♙e6 [15.14]

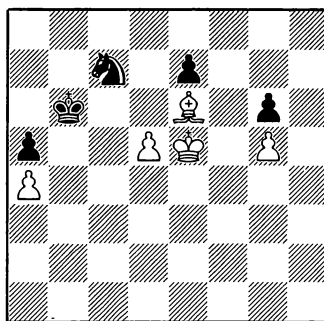


Diagram 15.14
Black to move

Black resigned as there is no de-
 fence against 55 ♙f7 and 56 ♙xg6.

Endgame 16
S.Dvoirys-S.Tiviakov
 Podolsk 1993
 Earlier publication:
ChessBaseMagazin 38 (I.Belov).

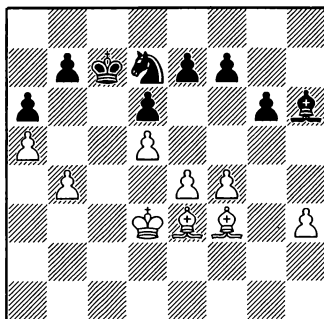


Diagram 16.1
White to move

White enjoys a space advantage and the pair of bishops. His superiority is obvious. There followed: 35 h4 ♖f6? Now White can break through in the centre. Better is 35...♗d8 36 h5 gxh5 37 ♔xh5 ♖e8, cf. Lutz-Schlosser (endgame 15). 36 e5 ♗h5 36...♗d7 37 e6 fxe6 38 dxe6 ♗f8 39 ♔d5 ♔g7 40 ♔d4 with a win according Belov. White creates a passed h-pawn by means of f4-f5. 37 ♔b6+ ♗d7 38 e6+ ♖e8 39 exf7+ ♗xf7 40 ♔g4 ♗xf4+ 41 ♖e4 e6 42 ♔e3 ♗xd5 43 ♔xh6 ♗xb4 44 ♔d2 ♗c6 45 ♔c3 d5+ 46 ♖f4 e5+ 47 ♔xe5 ♗xa5 48 ♔c8 ♗c6 49 ♔c7 ♗d4 50 ♔b6 ♗e6+ 51 ♖g4 ♗f8 52 ♔xb7 ♗d7 53 ♔d4 ♗f6+ 54 ♖g5 ♗e4+ 55 ♖h6 1-0

The game continuation 37...♗d7 allowed 38 e6+, how will White proceed after 37...♖b8 [16.2] ?

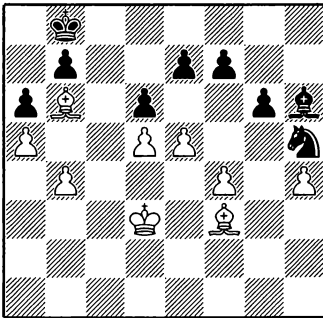


Diagram 16.2
White to move

Analyse the possibilities 38 f5 and 38 ♔xh5.

Commentary

After 37...♖b8 White has to take care of the ♔f4.

I) 38 ♔xh5? is given by Belov. In my opinion this exchange throws away the win: 38...gxh5

A) 39 ♖e4 dxe5 (39...♖c8? 40 e6 is Belov's idea when White really wins, e.g. 40...fxe6 41 dxe6 ♔g7 42 ♔d4 ♔xd4 43 ♖xd4 ♗d8 44 ♗d5 ♖e8 45 f5 ♖f8 46 f6 exf6 47 ♖xd6 ♖e8 48 e7 f5 49 ♖e5 ♖xe7 50 ♖xf5) 40 ♖xe5 (40 fxe5 e6 41 d6 ♖c8 and after ...♖c8-d7-c6 the black king blocks the queenside while the bishop defends the kingside) 40...♔g7+ 41 ♖f5 ♔f6 42 d6 ♖c8 [16.3] and Black certainly isn't worse.

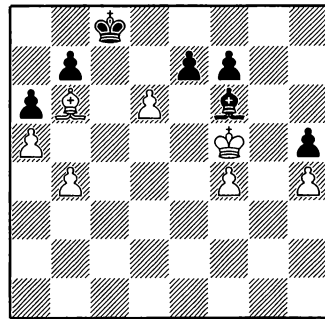


Diagram 16.3
White to move

B) 39 exd6 exd6 40 ♖e4 ♖c8 41 ♖f5 ♗d7 is no improvement as the ♔f4 and the ♔b4 are weak: 42 ♔f2 (42 ♔e3 ♖e7 43 ♔d2 ♖e8 44 ♖f6 ♖f8 doesn't help White) 42...♖e7 43 ♔g3 ♔g7 44 ♖g5 ♔c3, and the queenside crumbles.

II) 38 f5! is stronger. 38...dxe5 39 fxg6 fxg6 (39...♗f4+ 40 ♖e4 ♗xg6 41 h5 ♗h4 42 ♔g4. The h-pawn gets too strong and ♔d8 is a further threat) 40 ♔c5 ♔f8 41 ♖e4 [16.4] and the king penetrates.

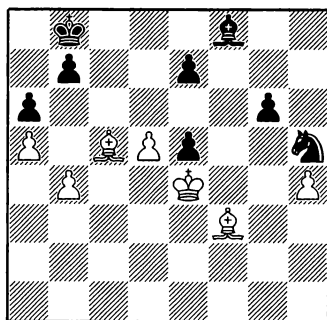


Diagram 16.4
Black to move

Endgame 17

B.Tondivar-C.Lutz

Leeuwarden open tournament 1994
Unpublished.

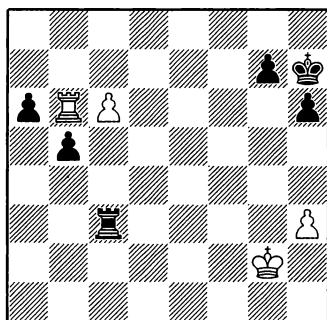


Diagram 17.1
Black to move

Black to move is two pawns up, but rook endings have a well-known drawing margin. How does he win?

Commentary

After 45...a5 46 ♖xb5 ♗xc6 47 ♗xa5 or 45...b4 46 ♖xa6 b3 47 ♗b6 and c6-c7 Black remains with a useless pawn on the kingside. 45...♖a3 46 ♗b8 ♗c3 47 ♗b6 is only a repetition. Nevertheless Black can win:

45 ... ♔g6!

In the endgame, the king is a strong piece. Black goes for the ♔h3!

46 ♖xa6 ♔h5

47 ♗b6

47 ♖a7 ♗xc6 48 ♗xg7 ♗g6+.

47 ... ♔h4

48 ♗xb5 ♗c2+

49 ♔g1 ♔xh3

Not 49...♗xc6? 50 ♗b3. The ♔h3 is more important than the ♔c6, as Black gets two connected passed pawns.

50 ♗b7

50 ♗b3+ ♔h4 51 ♗b4+ ♔h5 52 ♗b6 g5 53 ♔f1 g4 followed by ...♔g5, ...h6-h5, ...♔h4 etc.

50 ... g5

51 c7 g4

52 ♗b6 h5 [17.2]

0-1

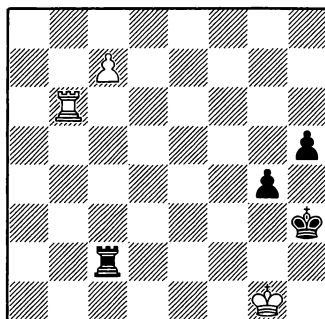


Diagram 17.2
White to move

Endgame 18
C.Lutz-W.Uhlmann
 Dresden zonal tournament 1998
 Earlier publication:
Informant 72/293

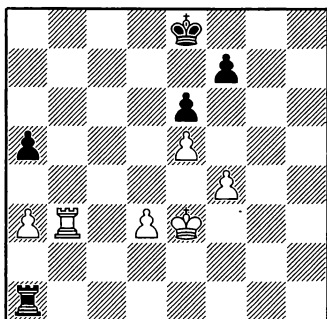


Diagram 18.1
White to move

White is a pawn up, but the black rook is rather active. Thus a win is questionable. The game continuation: 40 ♖d4 a4 41 ♙c3 ♗f1 42 ♕e3 42 ♙c4 ♗xf4+ 43 ♕c3 ♗f5 44 d4 f6 leads to the exchange of pawns and a drawish position. 42...♗a1 43 ♕d2 ♕d7 44 ♕c2 ♗a2+ 45 ♕c1 [18.2].

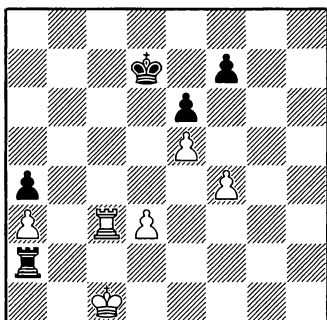


Diagram 18.2
Black to move

How should Black continue ?

Commentary

White intends to exchange his ♖d3 for the ♖a4 to create a passed a-pawn. To reach this goal White could have played 45 ♖b1 ♗d2 46 ♙c4 ♗xd3 47 ♗xa4, but after 47...♕c6 (with the idea 48 ♗a7 ♗f3) Black's king is rather active. However, after 45 ♕c1 Black is in zugzwang and has to allow his position to deteriorate. Either he has to allow the enemy king to improve his position (45...♗a1+ 46 ♖b2 ♗d1) or to worsen his own king's positions (45... ♕d8, 45...♕e8 or 45...♕e7). Let us take a look at both possibilities:

1) 45...♗a1+? 46 ♖b2 ♗d1 occurred in the game. After 47 ♙c4 ♗xd3 48 ♗xa4 [18.3] White has put the pawn exchange into effect, with his king on b2 instead of b1.

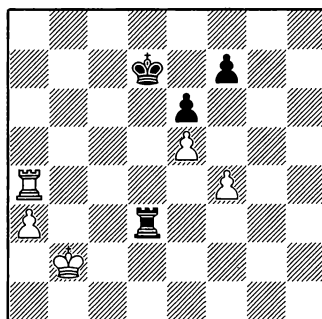


Diagram 18.3
Black to move

It seems to me that White is winning. Black would like to resolve the kingside with ...f7-f6, but against accurate play he won't succeed:

A) 48...f6 49 ♖a7+ and exf6.
 B) 48...♗e7 49 ♜b4 ♜f3 50 a4 f6 51 a5 fxe5 52 fxe5 followed by ♜b5(c4)-c5. The ♗e5 is securely protected and the black king is cut off. Black has no defence against the advance of the a-pawn, e.g. 52...♗d7 53 ♜c4 ♜e3 54 ♜c5 ♜h3 55 a6 ♜h8 56 ♗b3 ♜a8 57 ♜a5 ♜a7 58 ♗b4 ♗c6 59 ♜a2 ♗b6 60 ♜a1 ♗c6 61 ♗a5.

C) 48...♗e8 is tricky. Black avoids a check along the seventh rank. Now neither 49 ♜b4 f6 50 a4 (50 exf6 ♗f7 and ...♗xf6, ...e6-e5) 50...fxe5 51 fxe5 ♗d7 nor 49 ♜c4 f6 50 ♜c5 ♜d4 is convincing. Thus: 49 ♜a8+ ♗e7 50 ♜b8 ♜f3 (50...f6 51 ♜b7+ ♗f8 52 exf6 ♜f3 53 ♜b4 ♗f7 54 a4 ♗xf6 55 a5 ♜d3 56 a6 ♜d7 57 ♜a4 ♜a7 58 ♜a5 wins in a way similar to the game) 51 ♜b4 f6 52 a4 fxe5 53 fxe5 ♗d7 54 ♜c4 and ♜c5.

D) 48...♗c6 49 ♜a7 ♜f3 50 ♜xf7 ♗c5 (50...♗b5 51 ♜b7+ and ♜b4) 51 a4 ♗b4 52 ♗c2 ♗xa4 53 ♜f6 ♗b4 54 ♗d2 ♗c4 55 ♗e2 ♜a3 56 ♜xe6 ♗d5 57 f5 ♜a4 (57...♗e4 58 f6) 58 ♗f3 and White is winning.

E) 48...♜f3 has been played by Uhlmann. 49 ♜c4 f6 (49...♗e7 50 a4 f6 51 a5 fxe5 52 fxe5 and ♜c5) 50 exf6 ♗e8 51 a4 ♗f7 52 a5 ♜d3 53 a6 ♜d7 54 ♜a4 ♜a7 55 ♗c3 [18.4] 1-0.

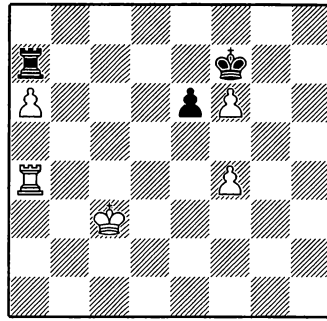


Diagram 18.4
Black to move

There is no defence against 56 ♗d4 followed by ♗c5-b6.

II) A better defence is the withdrawal of the own king. 45...♗e8 is the most accurate move. Black draws: 46 ♗b1 ♜d2 47 ♜c4 ♜xd3 48 ♜xa4 f6 [18.5]

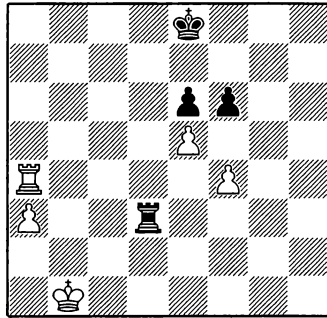


Diagram 18.5
White to move

49 exf6 (49 ♖c4 fxe5 50 fxe5 ♜d5 51 ♜e4 ♝d7 52 ♝c2 ♝c6 or 49 ♜a8+ ♝f7 50 ♜a7+ ♝g6 aren't better either) 49...♝f7 50 ♝b2 ♝xf6 and after ...e6-e5 the black king is rather close to the a-pawn.

Endgame 19

C.Lutz-T.Luther

German championship 1998

Earlier publication:

SCHACH 12/98.

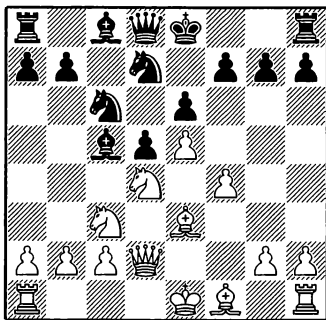


Diagram 19.1
Black to move

Analyse the game.

9...♝xd4 10 ♜xd4 ♜xd4 11 ♝xd4 ♝b6 12 ♝xb6 ♝xb6 13 ♝b5 ♝e7 14.0-0-0 ♜d7 15 ♝d4 ♝a4 16 ♜d3 ♝c5 17 ♜hf1 g5 18 f5 ♝xd3+ 19 cxd3 exf5 20 ♝xf5+ ♜xf5 21 ♜xf5 ♜hg8 22 ♜df1 ♜g7 23 ♝d2 d4 24 ♜c1 ♝e6 25 ♜f6+ ♝d5 26 b4 b6 27 ♜cf1 ♜e8 28 ♜xf7 ♜e7 29 ♜f8 ♝xe5 30 ♜1f5+ ♝d6 31 ♜d8+ ♜d7 32 ♜xd7+ ♝xd7 33 ♜d5+ ♝c6 34 ♜xd4 ♜f7 35 ♜g4 h6 36 a4 ♜f2+ 37 ♝c3 ♝d5 38 h4 gxh4 39 ♜d4+ ♝c6 40 ♜xh4 ♜xg2 41 ♜xh6+ ♝c7 42 ♜h7+ ♝b8 43 ♝c4 a6 44 ♜h5 ♜c2+ 45 ♝d4 ♝b7 46

♜h7+ ♝b8 47 a5 bxa5 48 bxa5 ♜a2 49 ♜h5 ♜a4+ 50 ♝e3 ♝c7 51 d4 ♜a1 52 ♝e4 ♝c6 53 ♜h6+ ♝b5 54 ♜b6+ ♝xa5 55 ♜b8 ♝a4 56 d5 a5 57 d6 ♜d1 58 ♝e5 ♝a3 59 ♜b5 a4 60 ♜d5 ♜e1+ 61 ♝d4 ♜d1+ 62 ♝c4 ♜c1+ 63 ♝b5 ♜b1+ 64 ♝a5 ♜b8 65 ♜d3+ ♜b3 66 ♜d4 ♜b8 67 ♜xa4+ ♝b3 68 ♜h4 ♜b7 69 ♜d4 ♝c3 70 ♜d1 1-0

Commentary

Diagram 19.1 shows a well-known position of the French defence. Black now transposed to an endgame.

9 ... ♝xd4
10 ♜xd4 ♜xd4
11 ♝xd4 ♝b6

This line is unofficially called "the vacuum cleaner line" as suddenly a large part of the white and black pieces are "vacuumed" off the board and the queens will come off, too. Thanks to the efforts of Viktor Korchnoi, Alexander Chernin, Mikhail Gurevich and other grandmasters this ending has been revived in the mid 1980s. It turned out that Black not only has a very solid position, but also that he can counter careless play by White with active ideas. In this respect the thrust ...g7-g5 is of special importance. Nevertheless White should be able to maintain a small but persistent edge due to his better bishop.

12 ♝xb6

This is more precise than 12.0-0-0 ♝xd4 13 ♜xd4 as the black knight is bad on b6. The only reasonable move to avoid an exchange of queens is 12 ♝d2!? (G.Kasparov-

J.Timman, Horgen 1995), but there have been hardly any followers of this idea.

12	...	♖xb6
13	♗b5	♔e7
14	0-0-0	♙d7
15	♗d4	♖a4
16	♙d3	♗c5

[19.2]

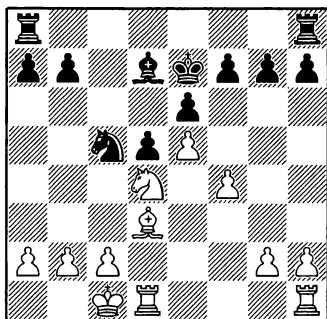


Diagram 19.2
White to move

Both sides improve the position of their knights.

17 ♖hf1

Two examples which show the black resources:

I) 17 ♗de1 h5 18 g3 ♗ag8 19 ♖hf1 g5! 20 f5 g4 (Black gets counterplay on the kingside) 21 f6+ ♔d8 22 ♗e3 h4 23 b4 hxg3 24 hxg3 ♗xd3+ 25 cxd3 ♗h2 26 ♗e2?! (26 ♗e2 with equal play according to Chernin in *Informant 40/(360)*) 26...♔c7 27 ♗d2? d4! 28 ♗e4 ♙c6 29 ♖c1 ♔b8 30 ♗xd4 ♙f3 31 ♗e1 ♗g5 32 ♗d7 ♗xe5 33 ♗xf7 ♙xe2 34 ♗f8+ ♔c7 35 f7 ♗f2 [19.3]

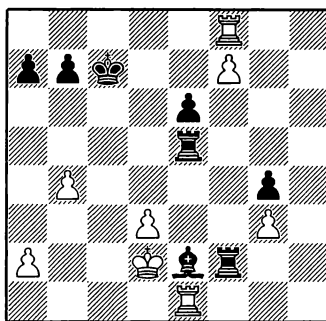


Diagram 19.3
White to move

... and Black is winning (J.Timman-A.Chernin, Montpellier candidates tournament 1985).

II) 17 ♗d2 g5!? 18 fxg5 ♗ag8 19 h4 h6 20 ♗f3 hxg5 21 ♗xg5 ♗xh4! 22 ♗xh4 ♗xg5 23 ♗e1 (23 g4 ♗xe5 24 ♗h5 ♗e4+! 25 ♗c1 ♗g5 with compensation according to M.Gurevich in *Informant 49/(334)*) 23...♗xg2+ [19.4].

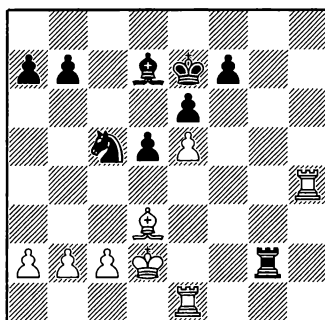


Diagram 19.4
White to move

Due to the weak ♔e5 Black won't lose. In L.Christiansen-M.Gurevich (Reykjavik 1990) Black even won later on.

17 ... g5?

This is the move 17 ♖h1 was designed to meet. A better move is 17...g6, e.g. 18 b3 ♖ac8 19 ♖b2 a6 20 ♖f3 h5 21 g3 ♖cg8 22 ♖df1 ♙e8 23 ♖e3 g5 24 f5 g4 25 ♙e2 ♖g5? (25...♙d7 26 c4!? with a slight white advantage according to M.Chiburdanidze in *Informant* 41/340)) 26 ♖c3! b6 27 ♖c1 a5 28 a3 ♙d7 29 b4 [19.5].

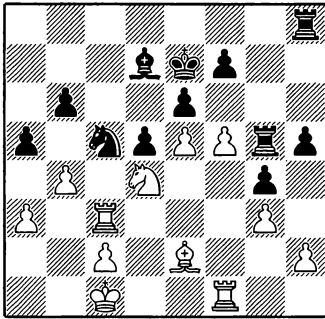


Diagram 19.5
Black to move

29...axb4 30 axb4 ♘e4 31 ♖c7 ♖c8 32 ♖a7 ♙e8 33 fxe6 fxe6 34 ♘xe6 ♖xe5 35 ♖f8+ ♙e7 36 ♖xc8 ♙xe6 37 ♖b8 and 1-0 in M.Chiburdanidze-F.Vareille (Montpellier 1986). More accurate, however, is 18 g3 h5 19 h3 as then Black can no longer become active on the kingside. White will counter an eventual ...g7-g5 with f4-f5 and after ...g5-g4 he can close the kingside by h3-h4. Therefore play will develop on the queenside where White can make progress with ♖d2, b2-b3 and a2-a4-a5.

18 f5 [19.6]

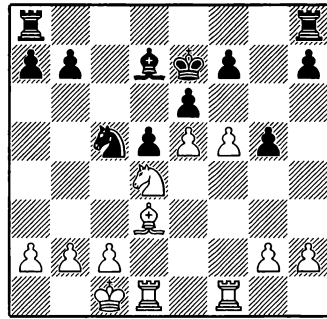


Diagram 19.6
Black to move

18 fxg5?! ♖ag8 19 h4 h6 20 g4 (20 ♘f3 hxg5 21 hxg5 ♘e4) 20...hxg5 21 h5 leads to an unclear situation. White can't advance his passed pawn and the ♙e5 is vulnerable.

18 ... ♙xd3+

Black seeks salvation in a bad double rook ending. He is one tempo short to create his typical counterplay on the kingside:

I) 18...♖ag8 19 f6+ ♖d8 20 h3!. The point. The only way to stop White from blocking off the kingside with 21 g3 is playing 20...g4 21 h4 g3, but after 22 ♖f4 Black only has a weak ♙g3.

II) 18...g4 19 f6+ ♖d8 20 ♖f4 h5 21 h4 and once again White succeeds, since after 21...gxh3 22 gxh3 ♖c7 23 ♖g1 the white rook gets to g7.

III) 18...h5 19 f6+ ♖d8 20 h3 and neither 21...h4 22 ♙e2 nor 20...♘xd3+ 21 cxd3 h4 22 ♖d2 ♖c7 23 ♖c1+ are desirable for Black.

19 cxd3 exf5 [19.7]

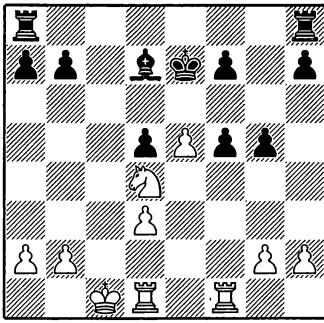


Diagram 19.7

White to move

The admission of a mistaken strategy. After the exchange on d3 Black can't stick to his intentions on the kingside, because White can penetrate via the c-file.

20	♖xf5+	♙xf5
21	♗xf5	♖hg8
22	♖df1	♗g7

Black has weak pawns on d5 and f7 and on top of that his rook has to remain passively on g7. His position is bad.

23 ♔d2!?

White threatens ♕e3-d4 and almost by force he wins a pawn. In retrospect I'm not sure, however, whether this is enough to win. Therefore 23 d4 deserves attention. White protects the ♕e5 and threatens ♗f6-d6. After 23...♖c8+ 24 ♕d2 ♖c6 25 ♗f6 ♗e6 (otherwise ♗xc6 and ♕c3-b4-c5) 26 ♕c3 White plans ♕b4-c5 while Black can't become active. Today I like 23 d4 bet-

ter than the text, since White doesn't rush things.

23 ... d4

Forced. White seizes the file, but the ♕e5 is weak and the ♖d2 is held up.

24 ♖c1 ♕e6!?

This move offers White a variety of choice, neither of which is enough for a win, however. 24...♗d8 is more natural: 25 ♖c7+ ♕e6 (25...♗d7? 26 ♗xd7+ ♕xd7 27 ♗f6) 26 ♗f6+ ♕xe5 27 ♗xf7 ♗xf7 28 ♗xf7 b6 29 ♗xa7 (29 ♗xh7 ♗f8 leads to the next note) 29...♗f8 30 ♕e2 ♖c8 31 ♗xh7 ♖c2+ 32 ♕f3 ♗xb2 and Black has counterplay.

25 ♗f6+ ♕d5

Forced as 25...♕xe5? 26 ♖c1 leads to mate.

26 b4

Now I invested a large part of my thinking time. I simply couldn't believe that Black can survive despite his obvious disadvantages (exposed king and passive rooks). The text move wins a pawn, but not the game. The other choices don't promise anything better:

I) 26 ♖c7 ♕xe5 27 ♗xf7 ♗xf7 28 ♗xf7 b6 (It's this pawn that Black must keep. 28...h6? 29 ♗xb7 and ♗b5+ is hopeless) 29 ♗xh7 ♗f8 30 ♕e2 ♖c8 31 ♗xa7 ♖c2+ 32 ♕f3 g4+ (32...♗xb2 33 h3!? together with 34 g3 and 35 ♕g4) 33 ♕g3 ♗xb2 [19.8].

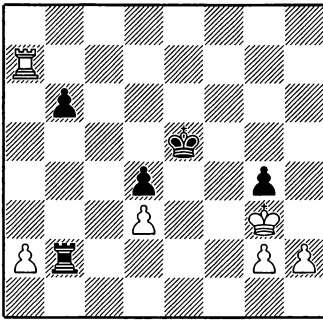


Diagram 19.8
White to move

It isn't clear to me whether White's advantage is sufficient to win. In return for the $\triangle g4$ White has to surrender the $\triangle d3$.

II) 26 $\triangle cf1$ $\triangle e8$ (in analogy to the game this is the best defence) 27 $\triangle xf7$ (27 $\triangle d6+$ $\triangle xe5$ 28 $\triangle d7$ $\triangle b8$ doesn't yield anything) 27... $\triangle e7$ 28 $\triangle f8$ $\triangle xe5$ 29 $\triangle 1f5+$ $\triangle d6$ 30 $\triangle d8+$ $\triangle d7$ 31 $\triangle xd7+$ $\triangle xd7$ (31... $\triangle xd7$ 32 $\triangle d5+$ $\triangle c6$ 33 $\triangle xd4$. Contrary to the game the moves b2-b4 and ...b7-b6 are not inserted. This is to White's advantage as Black's king doesn't get to a4) 32 $\triangle xg5$ $\triangle f7$ 33 $\triangle e2$ $\triangle c7$ 34 $\triangle f3$ $\triangle c2$ with counterplay.

III) 26 $\triangle e1$ $\triangle d8$ 27 e6 fxe6 28 $\triangle fxe6$. White threatens mate, but after 28... $\triangle d6$ he is left with nothing.

26 ... b6

27 $\triangle cf1$

27 $\triangle e1$ $\triangle d8$ 28 e6 fxe6 29 $\triangle fxe6$ $\triangle d6$ 30 $\triangle 1e5+$ $\triangle c6$ and once again the king escapes.

27... $\triangle e8$

In view of numerous white threats (28 $\triangle xf7$, 28 $\triangle 1f5$, 28 $\triangle d6+$) this move is forced.

28 $\triangle xf7$ $\triangle e7$

Black controls the seventh rank, but White will remain a pawn up.

29 $\triangle f8$ $\triangle xe5$

29... $\triangle xe5$ 30 $\triangle d8+$.

30 $\triangle 1f5+$ $\triangle d6$

31 $\triangle d8+$ $\triangle d7$

31... $\triangle e6$ 32 $\triangle fd5$ $\triangle d7$ 33 $\triangle xd4$.

32 $\triangle xd7+$ $\triangle xd7$

Stronger than 32... $\triangle xd7$ 33 $\triangle xg5$ $\triangle f7$ 34 $\triangle e2$ $\triangle c7$ 35 $\triangle f3$ $\triangle c2$ 36 a4 $\triangle b2$ 37 b5 $\triangle b4$ 38 $\triangle e4$ $\triangle xa4$ 39 $\triangle d5+$ $\triangle e6$ 40 $\triangle h5$ and White should win.

33 $\triangle d5+$ $\triangle c6$

34 $\triangle xd4$

Converting the extra pawn isn't easy as the $\triangle g7$ becomes active. Possibly the king might hurry to a4.

34 ... $\triangle f7$

35 $\triangle g4$

35 $\triangle e3$ $\triangle b5$.

35 ... h6

35... $\triangle f2+!$? 36 $\triangle c3$ $\triangle xa2$ 37 $\triangle xg5$ a5 should lead to a draw, too.

36 a4 $\triangle f2+$

37 $\triangle c3$ $\triangle d5$

38 h4

Initiates further exchanges, but I don't see anything else.

38 ... gxf4

39 $\triangle d4+$

39 $\triangle xh4$ $\triangle xg2$ 40 $\triangle xh6$ $\triangle a2$ 41 $\triangle b3$ $\triangle d2$.

39 ... $\triangle c6$

40 $\triangle xh4$ $\triangle xg2$

41 $\triangle xh6+$ $\triangle c7$

42 $\triangle h7+$ $\triangle b8$

43 ♔c4 [19.9]

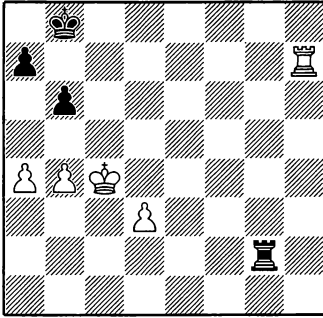


Diagram 19.9
Black to move

In spite of my extra pawn, I had already accepted that the game might end in a draw. White has a passed pawn, but Black's king is on the right side of it, namely the "short" one.

43 ... a6

Prevents a penetration via the b5 square.

44 ♖h5

White pushes his a-pawn to have access to c5 with either rook or king. Neither 44 d4 ♖a2 45 ♔b3 ♖d2 nor 44 ♔d5 ♖g5+ 45 ♔c6 ♖g6+ are worth it.

44 ... ♖c2+

45 ♔d4 ♔b7

46 ♖h7+ ♔b8

47 a5 bxa5

48 bxa5 ♖a2

49 ♖h5

To cut off the enemy king with ♖c5.

49 ... ♖a4+

50 ♔e3 ♔c7

51 d4 ♖a1

52 ♔e4 ♔c6

53 ♖h6+ [19.10]

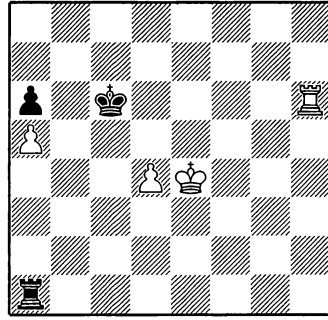


Diagram 19.10
Black to move

53 ... ♔b5

After 53... ♔b7!? 54 ♖h7+ ♔b8 we reach a position that is analysed with colour reserved in the *Encyclopaedia of Endgames (Rooks I)*, endgame 757 (Rosselli-A.Nimzowitsch, Semmering 1926). Black draws this way, too: 55 ♔d5 ♖xa5+ 56 ♔c6 ♖a1 57 ♖h8+ (the *Encyclopaedia* only gives 57 d5 ♖c1+ 58 ♔b6 ♔c8 which is immediately drawn. 58 ♔d6 ♔c8 59 ♖h8+ ♔b7 60 ♔d7 a5 leads to the main line with a loss of time) 57... ♔a7 58 d5 ♖c1+ 59 ♔d7 a5 60 d6 [19.11].

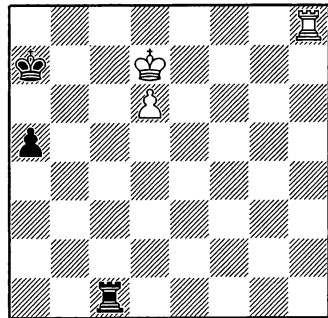


Diagram 19.11
Black to move

60...♔b6 (The cleanest way. 60...a4? loses after 61 ♖h4 a3 62 ♖a4+. 60...♔a6?! is inaccurate at the least, as after 61 ♖h5 White blocks the fifth rank and Black has to lose another tempo for ...♔b6. After e.g. 61...a4 62 ♔d8 a3 63 ♖h3 a2 64 ♖a3+ ♔b7 65 ♖xa2 ♖h1 66 ♖e2 White is winning) 61 ♖b8+ (61 ♖h5 a4 62 ♔e8 ♖e1+ 63 ♔d8 a3 is drawn as White won't get to the a-file with check) 61...♔a6 62 ♔d8 a4 63 d7 ♔a5 64 ♔e7 ♖d1. White can win his opponent's rook, but his king is too far away to stop the a-pawn.

54 ♖b6+ ♔xa5
55 ♖b8

Now we have a "running game": Black has to a) give up his rook for the d-pawn and b) push forward his own pawn rather quickly. This sounds rather simple, but the black king at the edge gives rise to a hidden danger that Luther failed to notice in time.

55 ... ♔a4
56 d5 a5
57 d6 ♖d1
58 ♔e5 [19.12]

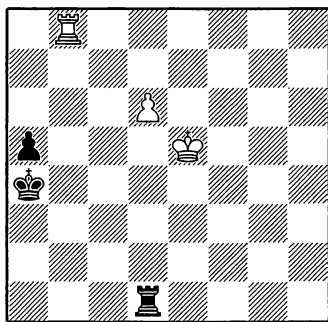


Diagram 19.12
Black to move

58 ... ♔a3?

The decisive error which spoils the previous defensive efforts. The white rook gets to the fifth rank where it serves as a shield for the d-pawn. 58...♖e1+ is correct. Only after the white king hides on d8 does Black push his own pawn: 59 ♔d4 ♖d1+ 60 ♔c5 ♖c1+ 61 ♔b6 ♖b1+ 62 ♔c7 ♖c1+ 63 ♔b7 ♖b1+ 64 ♔c8 ♖c1+ 65 ♔d8 ♔a3 66 d7 a4 with a draw.

59 ♖b5 a4

Now it is too late for checks: 59...♖e1+ 60 ♔d5 ♖d1+ (60...a4 61 d7 ♔a2 62 ♔d6) 61 ♔c6 a4 62 d7 ♖xd7 (62...♔a2 63 ♖d5) 63 ♔xd7 ♔a2 64 ♔c6 a3 65 ♔c5 ♔a1 66 ♔b4 a2 67 ♔b3 ♔b1 68 ♔a3+ ♔a1 69 ♖h5.

60 ♖d5 ♖e1+

60...♖xd5+ 61 ♔xd5 ♔b2 62 d7 a3 63 d8=♙ a2 is lost, as White's king is close: 64 ♙b6+ ♔a1 65 ♙d4+ ♔b1 66 ♙d1+ ♔b2 67 ♙d2+ ♔b1 68 ♔c4 a1=♙ 69 ♔b3 and wins.

61 ♔d4! [19.13]

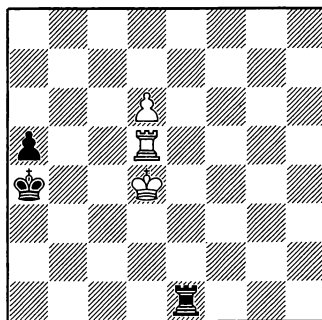


Diagram 19.13
Black to move

White goes for the a-pawn.

61 ... ♖d1+
 61...♙e8 62 d7 ♜d8 63 ♙c3 ♙a2
 64 ♙b4 a3 65 ♜d2+.
 62 ♙c4 ♜c1+
 63 ♙b5 ♜b1+
 64 ♙a5 ♜b8
 65 ♜d3+ ♜b3
 66 ♜d4 ♜b8
 67 ♜xa4+ ♙b3
 68 ♜h4 ♜b7
 68...♜d8 69 ♜h6 ♙c4 70 ♙b6
 ♙d5 71 ♙c7.
 69 ♜d4 ♙c3
 70 ♜d1 [19.14] 1-0

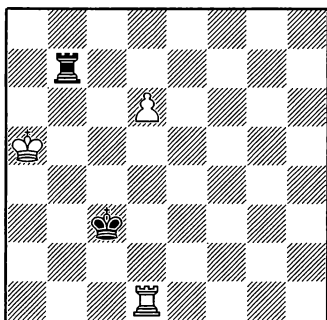


Diagram 19.14
Black to move

Endgame 20
M.Suba-D.Gurevich
 Eksjö 1982

Earlier publication:
Informant 34/663 (M.Suba)

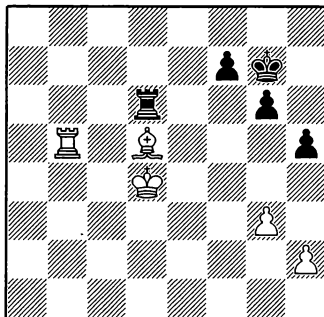


Diagram 20.1
White to move

It's White to move. Formulate a winning plan.

Commentary

Converting an extra piece into a win might prove difficult if all the remaining pawns are on one wing. In general, the stronger side would like to exchange off the rooks while the weaker side should avoid that. As Suba shows, White can win by force.

1 ♜b7!

The game continued less convincingly 1 ♜b3 ♙a6 2 ♜f3 ♙a7, but White won anyway.

1	...	♜f6
2	h3	♜f1
3	♙e4	♜f6
4	g4	hxg4
5	hxg4	g5!?

The toughest defence. After 5...♖f1 Suba's idea unfolds: 6 ♔c4 ♖f6 7 g5 ♗f5 [20.2]

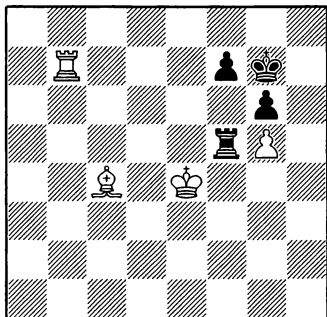


Diagram 20.2
White to move

8 ♗xf7+! ♖xf7 9 ♔xf7 ♕xf7 10 ♕d5 with a won pawn ending.

- | | | |
|---|------|-----|
| 6 | ♔e5 | ♗f4 |
| 7 | ♔e6 | ♗f6 |
| 8 | ♔f5 | ♗a6 |
| 9 | ♗b5! | |

White intends to provoke ...f7-f6. For that purpose, the rook has to be on the fifth rank.

- | | | |
|---|-----|-----|
| 9 | ... | ♗c6 |
|---|-----|-----|

White will reach his goal anyway: 9...♗a4 10 ♔e4 ♗c4 11 ♕f5 ♗d4 12 ♔b1, 9...♕h6 10 ♗c5 and ♔e4 ♗c6+, 9...♗f6 10 ♗c5 ♗b6 11 ♔e4.

- | | | |
|----|------------|------|
| 10 | ♔e4 | ♗f6 |
| 11 | ♔d4 | ♕h6 |
| 12 | ♗f5 | ♗d6+ |
| 13 | ♔d5 | ♕g6 |
| 14 | ♕c5 | ♗d7 |
| 15 | ♕c6 | ♗e7 |
| 16 | ♔b3 | ♗a7 |
| 17 | ♔c4 | ♗e7 |
| 18 | ♔d5 | ♗a7 |
| 19 | ♕d6 [20.3] | |

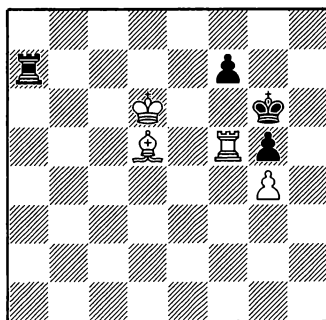


Diagram 20.3
White to move

Either now or after 19...♗a6+ 20 ♕d7 ♗a7+ 21 ♕d8 Black is forced to play ...f7-f6. Then White re-groups his bishop to f5, puts the rook onto the seventh rank and approaches his king.

Endgame 21

M.Tseitlin-A.Finkel
Beersheba 1996

Earlier publication:
ChessBaseMagazin 53 (T.Enqvist)

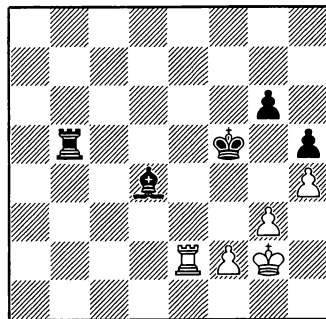


Diagram 21.1
White to move

White to move. How do you assess the position ?

Commentary

Black can't win as his h-pawn has already advanced to h5. In contrast to endgame 20, he can't force a pawn ending by ...g6-g5-g4 and taking on f2. He can't exchange rooks either as he will end up with the wrong bishop after a possible g3-g4. However, in the game White stumbled.

53 ♖e8

White avoids exchanging rooks after ...♖b2. But 53 ♖h3!? is feasible, e.g. 53...♖b3 54 ♖g2 ♖b2 55 ♖xb2 ♙xb2 56 f3 ♙c3 57 ♖h3 ♙e1 (57...♙f6 58 g4+ hxg4+ 59 fxg4+ ♖f4 60 g5 ♙xg5 61 hxg5 ♖xg5 62 ♖g3 with a draw) 58 g4+ hxg4+ (58...♖f4 59 gxh5 gxh5 60 ♖g2) 59 fxg4+ ♖f4 60 g5 followed by h4-h5.

53	...	♖b6
54	♖d8	♖e4
55	♖e8+	♖d3
56	♖f8	♖e6
57	♖f4	♙c5
58	♖f3+	♖e2
59	♖f4	♖e1
60	♖a4	♖f6
61	♖a1+	♖e2
62	♖a2+	♖d3
63	♖f1	♙d4
64	♖g2	♖f5

[21.2]

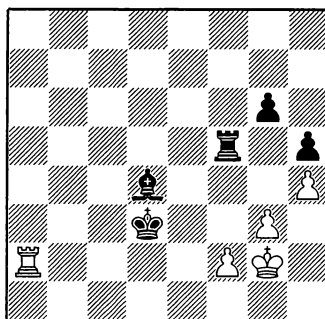


Diagram 21.2

White to move

65 ♖f1?

White allows a nasty trick. After 65 ♖g1 White draws: 65...♖b5 66 ♖g2 ♖b2 67 ♖xb2 ♙xb2 68 g4 hxg4 69 ♖g3 ♙c1 70 ♖xg4 ♙h6 71 f4 ♖e4 72 h5.

65 ... ♖c5?

Already now Black can win by means of 65...♙xf2, but for the moment both players ignore this possibility

66	♖g2	♖b5
67	♖f3	♖f5+
68	♖g2	♙c5
69	♖f1?	

Instead of playing 69 ♖g1, White commits the same mistake again. But this time Black is smarter.

69 ... ♙xf2!

70 ♖g2

After 70 ♖xf2 ♖e3 71 ♖xf5 gxf5 72 ♖g2 ♖e2 [21.3] (T.Enqvist) White will lose the pawn ending.

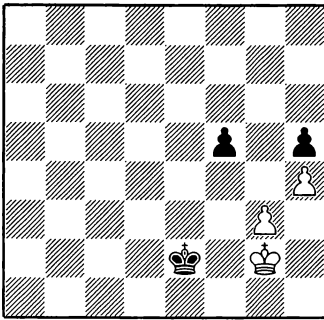


Diagram 21.3
White to move

70	...	♙b6
71	♖b2	♙d4
72	♖a2	♚e4
73	♖e2+	♙e3
74	♖a2	♖d5
75	♖a4+	♚f5
76	♚f3	♙d4
77	♖a3	♙e5
	0-1	

Endgame 22

U.Andersson-W.Tukmakov

Biel 1996

Earlier publication:

ChessBaseMagazin 55 (H.-J. Hecht)

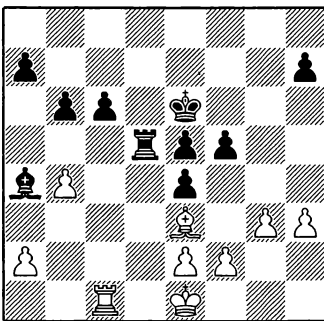


Diagram 22.1
Black to move

Formulate a plan to exploit Black's extra pawn.

Commentary

Black has an extra pawn on the queenside which at the moment can't advance. White can't become active as his rook is boxed in on the queenside and his bishop lacks a target to attack. Therefore Black quietly improves his position. His plan consists of several steps:

1. Black provokes the moves e2-e3 and h3-h4.

2 He advances the king to f3 via the weakened white squares.

3. The c-pawn goes forward to c4.

4 The breakthrough ...f5-f4 leads to the capture of the ♖h4.

5 With two extra pawns the exchange of rooks wins the game.

I don't think that Black foresaw this plan in its entirety, but that wasn't necessary. Tukmakov continually asked himself the question: How can I improve my own position, how can I weaken the position of my opponent? The realization of this plan took more than 40 moves, but the win was beyond question. Good technique is characterized by efficiency rather than speed!

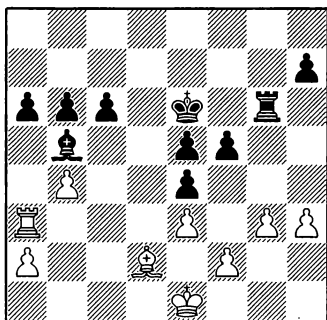
31	...	♖d7
32	♙d2	♖f7!
33	e3	

White can't allow ...f5-f4 as then the ♖g3 and the opened g-file respectively are new targets of Black's attack. After the text the squares d3 and f3 are weakened and the ♙d2 is restricted even further.

33	...	♖d7
----	-----	-----

An immediate 33...♖f6 and ...♗h6 is feasible as well.

- | | | |
|----|-----|-----------|
| 34 | ♖c3 | ♖g7 |
| 35 | ♗a3 | ♗b5 |
| 36 | ♖c3 | ♖g6 |
| 37 | ♗a3 | a6 [22.2] |



Black can afford to play this move as the white bishop can no longer attack b6.

- | | | |
|----|-----|------|
| 38 | ♖c3 | ♗h6! |
| 39 | h4 | ♖g6 |
| 40 | ♗c1 | ♗d5 |
| 41 | ♗d2 | ♗d6 |
| 42 | ♖c1 | ♗e6 |

Step 1 is complete.

- | | | |
|----|-----|-----|
| 43 | ♗c3 | ♗d3 |
| 44 | ♗b2 | ♗a4 |
| 45 | ♗e2 | ♗b5 |
| 46 | ♗e1 | ♗a4 |
| 47 | ♗e2 | ♗d5 |

Please note that Black is in no hurry.

- | | | |
|----|-----|------|
| 48 | ♗c3 | ♗f7! |
|----|-----|------|
- On the way to the f3 square.
- | | | |
|----|-----|------|
| 49 | ♗b2 | ♗g6 |
| 50 | ♗a1 | ♗h5 |
| 51 | ♗b2 | ♗g4 |
| 52 | ♗c3 | ♗b5+ |
| 53 | ♗e1 | ♗f3 |

[22.3]

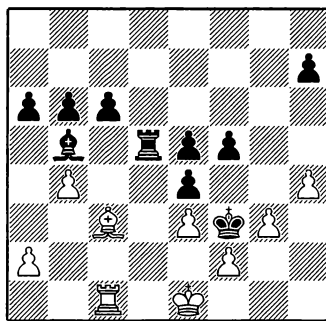


Diagram 22.3
White to move

Step 2 is completed.

- | | | |
|----|-----|-----|
| 54 | ♖c2 | ♗d3 |
| 55 | ♖b2 | c5 |
| 56 | a3 | |

56 bxc5 allows the black rook to invade: 56...♖xc5

I) 57 ♗d2 ♗xf2 58 ♖xb6 ♗d5 59 ♗e6 f4 60 gxf4 exf4 61 ♗d4 (61 exf4 e3+ 62 ♗c1 ♖b5 leads to mate) 61...f3, and the f-pawn queens.

II) 57 ♗d2 doesn't help either: 57...b5 58 a3 h5 59 ♗a2 (or else the black rook gets to c2 or c1) 59...♖c6 60 ♖b2 ♗c2 61 ♗a2 ♗a4 62 ♖b2 ♖c5 63 ♗a2 ♗d5 64 ♖b2 ♗d3 65 ♗a2 ♖b3 66 ♗a1 ♖b2 followed by ...♗b3-c4, ...a6-a5, ...b5-b4. White can't defend as his king is caught in a mating net.

- | | | |
|----|-----|----|
| 56 | ... | c4 |
|----|-----|----|

Now step 3 is finished. 56...cxb4 57 axb4 is less convincing.

- | | | |
|----|----|----|
| 57 | a4 | b5 |
|----|----|----|

Black permits the opening of the a-file as otherwise White might play b4-b5 and fix the ♖b6 on a black square.

- | | | |
|----|------|------|
| 58 | axb5 | axb5 |
| 59 | ♖a2 | h5 |

- | | | |
|----|------|------|
| 60 | ♖b2 | f4! |
| 61 | gxf4 | exf4 |
| 62 | exf4 | ♙xf4 |
| 63 | ♖a2 | ♙g4 |
| 64 | ♖a7 | ♙xh4 |
- [22.4]

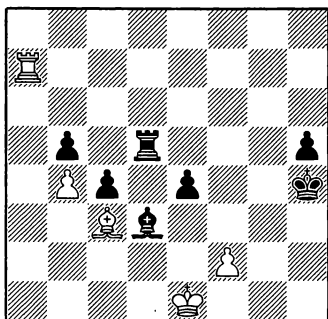


Diagram 22.4
White to move

The fall of the ♖h4 means the completion of step 4. With two extra pawns Black can go for a bishop ending (the final step).

- | | | |
|----|------|------|
| 65 | ♖g7 | ♙h3 |
| 66 | ♙f6 | ♙c2 |
| 67 | ♖g3+ | ♙h2 |
| 68 | ♙g5 | ♖d1+ |
| 69 | ♙e2 | ♖d3 |
| 70 | ♙f4 | ♖xg3 |
| 71 | fxg3 | ♙g2 |

The invasion of the king decides the issue.

- | | | |
|---------------------------|--------|-----------|
| 72 | ♙e5 | ♙d3+ |
| 73 | ♙e3 | |
| 73 | ♙e1 e3 | 74 ♙f4 e2 |
| 75 | ♙e5 | ♙f3. |
| 73 | ... | ♙f1 |
| Threatening ...♙e1-d1-c2. | | |
| 74 | ♙c3 | ♙b1 |
| 75 | ♙d2 | ♙g2 |

[22.5]

0-1

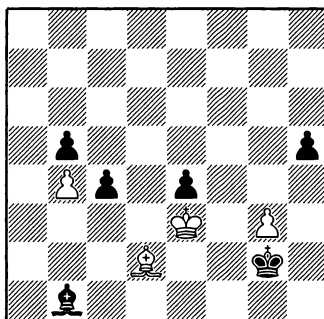


Diagram 22.5
White to move

There might follow: 76 ♙e1 ♙d3
77 ♙f4 ♙f1.

Endgame 23
J.Nunn-M.Sadler
Hastings 1998

Earlier publications:
Informant 71/268 (M.Sadler),
NIC Magazine 2/1998 (M.Sadler),
ChessBaseMagazin 63
(D.Tyomkin).

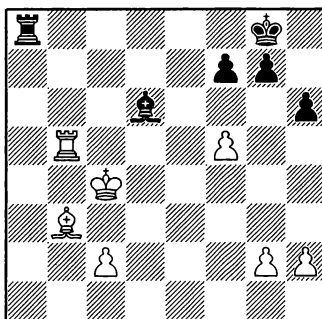


Diagram 23.1
White to move

White to move. He is a pawn up but the ♖h2 is under attack. How should he react?

Commentary

White can deal with the attack against h2 in three different ways.

I) 42 h3?! happened in the game. If ever White's kingside is under attack, it can be fended off easily by ♙d5 . But there is a big drawback: Now the ♙d6 can no longer be driven off the b8-h2 diagonal. Black demonstrates a convincing way to the draw: 42... ♞c8+ 43 ♚d5 ♙g3 44 c4 ♜f8 45 c5 ♜e7 46 ♜e4 h5! (Black intends to support the ♙g3 by playing ...h5-h4, compare this set-up to the construction b Δ a4+ ♙b3 in endgame 27) 47 ♙d5 ♞c7 (Black has established a kind of fortress) 48 c6 h4 49 ♜d4 ♞a7 50 ♙f3 ♙c7 51 ♙d5 ♞a4+ 52 ♜d3 ♙d6 53 ♞b5 ♙c7 54 ♙e4 ♞a3+ 55 ♜c4 ♞a4+ 56 ♜d3 ♞a3+ 57 ♜c2 ♞a4 58 ♙f3 ♞a5 59 ♞b7 ♜d6 [23.2]

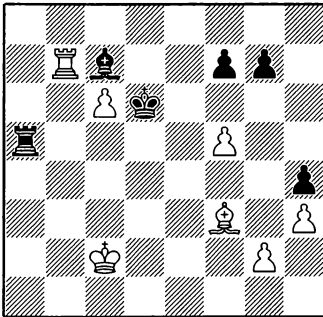


Diagram 23.2
White to move

60 ♞b4 (60 f6 is given by Sadler with the idea to win the Δ h4 after 60...gxf6? 61 ♞b4 . But after 60...g5 Black shouldn't have any problems according to Sadler) 60... ♞xf5 61 ♞d4+ ♜c5 62 ♞xh4 g5 63 ♞a4 ♞f4 64 ♞a7 ♜d6 65 ♞a1 f5 66 ♞d1+ ♜c5 67 ♞d5+ ♜b6 68 ♜d3 g4 69 hxg4 fxg4 70 ♙e4 ♜xc6 71 g3 ♞xe4 1/2-1/2. After 72 ♜xe4 ♙xg3 White can no longer win.

II) 42 $\text{♞b7}!$? is proposed by Tyomkin. Straight out White attacks the Δ f7 and sacrifices the Δ h2:

A) 42... ♞c8+ 43 $\text{♜d3}!$ (the bishop ending after 43 ♜b5 ♞b8 is only drawn) 43... ♞c7 (43... ♙xh2 44 ♞xf7 and Black's king is in trouble) 44 ♞b8+ ♜h7 45 h3 (45 g3 ♞d7 and ... ♙xg3+) 45... ♞xc2 (45... ♞c3+ 46 ♜xc3 ♙xb8 47 ♙xf7 loses, 45... ♞d7 46 ♞a8 and the black king is stuck in the corner) 46 ♞d8 ♙e7 47 ♞e8 ♞c7 48 ♙xf7 g5 49 fxg6+ ♜g7 and it is questionable whether the two white extra pawns are enough to win.

B) 42... ♙xh2 (the principal reply as you can refute a sacrifice only by its acceptance) 43 ♜d3 (Tyomkin shows that neither 43 ♜b5 ♞b8 nor 43 ♜d4 $\text{♞a7}!$ with the idea 44 ♞xa7 ♙g1+ have to be feared) 43... ♞d8+ (better than 43... ♞b8 44 ♙xf7+ ♜f8 45 ♞d7 or 43... ♞f8 44 ♙d5 followed by the advance of the c-pawn) 44 ♜e2 ♞c8 45 ♙xf7+ (45 ♞xf7 ♞xc2+ 46 ♜f1 ♞b2) 45... ♜f8 46 ♙b3 ♞c7 47 ♞b6 ♜e7 [23.3]

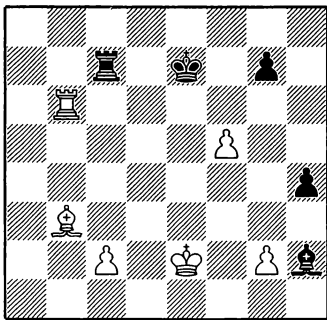


Diagram 23.3
White to move

Black will play ...♔d8 next. I think he should be able to defend.

III) 42 g3! [23.4] is the strongest move as it “restricts the bishop on d6 and leaves Black with huge problems” (Sadler). 42 g3! sticks to the principle that in positions with opposite-coloured bishops the stronger side should put their pawns onto the colour of the enemy bishop.

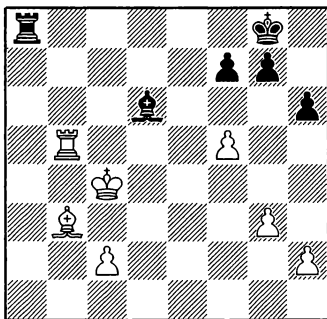


Diagram 23.4
Black to move

Some lines might confirm this:

A) 42...♖c8+ 43 ♔d5 and the ♔d6 has no decent square.

B) 42...♔f8 43 ♔d5 (43 ♖b7!?) 43...♗d8 44 ♔c6 (the white king actively joins the fight) 44...♗a3 (other moves are favourable for White as well: 44...♔e7 45 ♖b7+, 44...h5 45 ♔f6 gxf6 46 ♖xh5, 44...♔e7 45 c4 ♖c8+ 46 ♔d7 ♗d8+ 47 ♔c7 ♗f6 48 c5 ♔e7 49 c6) 45 ♗d5 ♗d6+ 46 ♔c7 ♖f6 47 ♗e4. The c-pawn is ready to move on while the difference between the two kings is obvious.

C) 42...f6 (now the ♗d6 has a stronghold on e5, but the kingside is weakened) 43 ♖b7 ♗e5 44 ♔d3+ [23.5] followed by ♗e6 and the advance of the c-pawn. The black king is vulnerable as well.

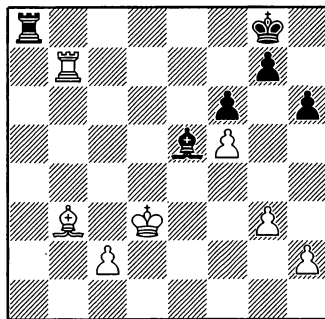


Diagram 23.5
Black to move

D) 42...h5 (Black wants to soften up White’s pawns with ...h5-h4, but White can attack f7)

D1) 43 ♔d5?! ♗d8 44 ♔c6 h4 is OK for Black: 45 ♖b7 (45 gxf6 ♗xh2 46 ♖b7 ♗d6+ and ...♗f6) 45...hxg3 46 hxg3 ♗xg3 should lead to a draw.

D2) 43 ♖b7! is stronger. 43...h4 44 ♗d7! (44 gxf6?! ♖c8+ 45 ♔d3

♖c7) 44...♙e5 45 gxh4 ♖c8+ 46
 ♔d3 ♖c7 47 ♙xf7+ ♕f8 48 ♖d5
 [23.6], and White remains two
 pawns up.

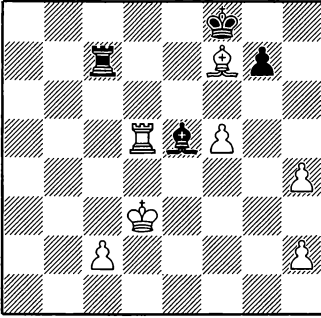


Diagram 23.6
Black to move

Endgame 24

R.Fischer-G.Forintos

Monte Carlo 1967

Earlier publication:

*Encyclopaedia of Endgames (Rooks
 II) endgame 1486 (G.Kasparov).*

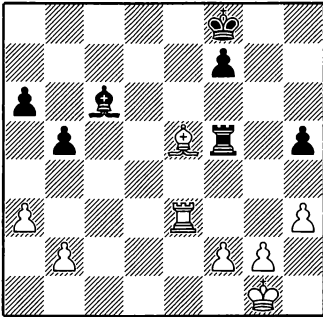


Diagram 24.1
White to move

White (to move) is a healthy pawn
 up. How would you play: 1 f3, 1 f4
 or maybe a different move?

Commentary

In addition to the extra pawn the
 ♖f5 is, for the moment, badly
 placed and the black queenside
 might prove weak. But the presence
 of opposite-coloured bishops in-
 creases Black's drawing chances.
 White has three moves at his dis-
 posal: The move 1 f3 was Fischer's
 choice while 1 f4 is analysed by
 Kasparov. 1 ♙c3!? deserves atten-
 tion as well. We look at the pros and
 cons of all three moves.

I) 1 f3 intends a slow but steady
 advance on the kingside.

A) 1...f6 (frees the ♖f5, but White
 can take the ♖a6) 2 ♙d6+ ♕g8
 (2...♕f7 3 ♖e7+) 3 ♖e6 ♙d5 4 ♖e7
 and ♖a7.

B) 1...h4 2 ♙c3 followed by 3
 ♙e1 and the ♖h4 is weak.

C) 1...a5 (the game continuation;
 Black secures his queenside with
 ...a5-a4 and ...♙d5-c4) 2 ♕f2 a4
 (now the queenside is safe, but
 Black's position on the kingside is
 just too bad) 3 g4 hxg4 4 hxg4 ♖g5
 5 ♙f6! (the black king has to be
 kept at the edge. 5 ♕g3?! followed
 by ...♖e6 and ...f7-f6 gives Black
 some more air to breathe) 5...♖d5 6
 f4 ♖d2+ 7 ♕g3 [24.2].

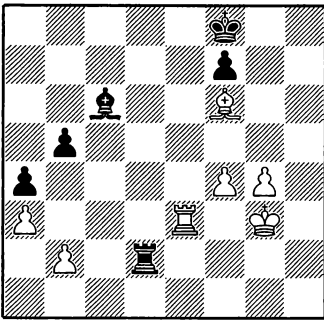


Diagram 24.2
Black to move

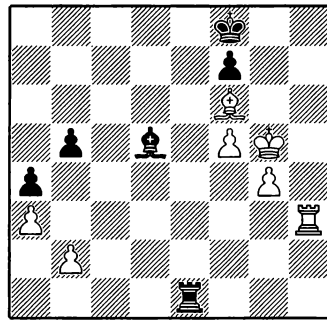


Diagram 24.3
Black to move

Black has two possibilities:

C1) 7...♔d5!? (the c4 square is the ideal post for the bishop, defending both wings) 8 ♖e5! (8 f5?! ♔c4 9 ♗f4 ♖e2 10 ♜h3 ♗e8 isn't convincing. Black's king escapes while White has problems to utilize his majority) 8...♔c4 9 ♜c5 ♖e2 (9...♗e8 10 ♜c8+ ♗d7 11 ♜d8+, 9...♗g8 10 ♜c8+ ♗h7 11 f5) 10 ♗h4 ♗e8 11 ♜c7 ♗f8 12 ♗g5 ♖e1 13 ♜b7 ♖e3 14 f5 ♖e1 (14...♗e8 15 ♗h6 ♜g3 16 g5 ♜f3 17 ♗g7) 15 ♜b8+ ♖e8 16 ♔g7+ ♗e7 17 ♜b7+ ♗d6 18 ♗f6 and White wins.

C2) 7...♜g2+ 8 ♗h4 ♜d2 9 f5 ♔d5 10 ♗g5 ♜d1 11 ♜c3 ♖e1 (11...♗e8 12 ♜c5 with a win according to Kasparov as 12...♔c4 13 ♜c8+ ♗d7 14 ♜d8+ loses the rook) 12 ♜h3 [24.3].

White wins by a direct attack against the enemy king, e.g. 12...♜h1 (the game saw 12...♗e8 13 ♜d3 1-0) 13 ♜d3 ♔c6 14 ♜d8+ ♔e8 15 ♜b8 ♖e1 16 ♔d8 ♗g8 (or 16...♗g7 17 ♔e7 ♜xe7 18 f6+) 17 ♗f6 ♗h7 18 ♔e7 (Kasparov), and the ♔f7 is lost.

II) 1 f4!/? is strategically risky, since the a8-h1 diagonal is opened up for the ♔c6. Should the ♜f5 come into play, the ♔g2 might prove weak. The white bishop is tied to the defence of the ♔f4 and has lost its influence on the squares g3 and h2. But the good news is the fact that White is able to win the ♔a6. Concrete variations take precedence over general assessments: 1...h4 (forced in view of 2 g4) 2 ♜c3 ♔e4 (After other moves White stays two pawns up, too: 2...♔d7 3 ♜c7 ♗e8 4 ♜a7 f6 5 ♔d6 ♜d5 6 ♜xa6 ♜d2 7 ♔b4 ♜xb2 8 ♜xf6 (Kasparov), 2...♔e8 3 ♜c7 f6 4 ♔d6+ ♗g8 5 ♜a7, 2...♔d5 3 ♜c8+ ♗e7 4 ♜c7+ ♗f8 5 ♜a7) 3 ♜c8+ ♗e7 4 ♜c7+ [24.4]. Black will lose material wherever his king goes:

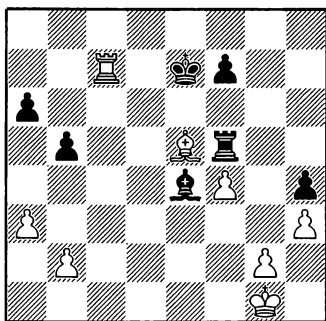


Diagram 24.4
Black to move

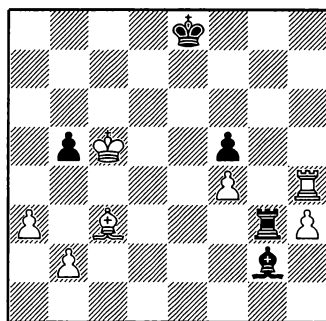


Diagram 24.5
Black to move

A) 4...♗d8 5 ♖a7 f6 6 ♔d6 ♖d5 7 ♗e7+ ♗c8 8 ♗xf6 ♖d2 9 ♖g7.

B) 4...♗e8 5 ♖a7 f6 6 ♔d6 (threatening ♖e7+) 6...♗c6 7 ♖e7+ (7 ♖xa6?! ♗d7 is less convincing) 7...♗d8 8 ♖h7 and a pawn is lost.

C) 4...♗e6 5 ♖a7 f6 6 ♖xa6+ ♗f7 (The black rook intends to get back into play with ...♖d5-d2. White has to be careful) 7 ♔d6 ♖d5 8 ♗b4 (protects d2) 8...♖d1+ (8...♖d3 9 ♗c3 f5 10 ♖f6+ ♗e8 11 ♖g6) 9 ♗f2 ♖c1 10 ♗c3 f5 (10...♖c2+ 11 ♗e3 ♗xg2 12 ♖xf6+ ♗e7 13 ♖h6 ♗xh3 14 ♖xh4) 11 ♖f6+ ♗e8 12 ♖h6 ♖c2+ 13 ♗e3 ♖xg2 14 ♖xh4 ♖g3+ 15 ♗d4 ♗g2 16 ♗c5 [24.5] and White keeps two extra pawns.

III) 1 ♗c3!? [24.6] is another promising move.

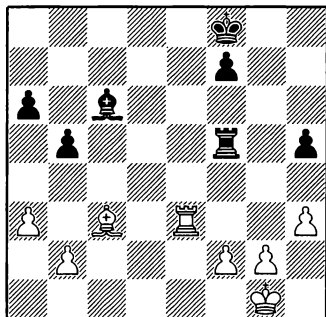


Diagram 24.6
White to move

White releases the ♖f5 but prevents ...a5-a4. Therefore Black is left with the weak ♖a6. The game might continue like this: 1...♖d5!? 2 f3 ♗d7 3 ♗f2 ♗f5 4 g4 hxg4 5 hxg4 ♗g6 6 ♗g3 ♖d3 7 ♖e5 [24.7].

White can go on with g4-g5, ♗g3-g4 and f3-f4-f5.

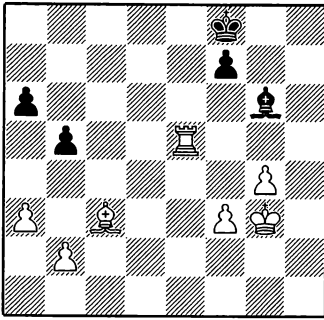


Diagram 24.7
White to move

Which of the three moves should be played in a practical game? I doubt that 1 f4 is the right choice in a tournament situation. 1 f4 is strategically risky but wins a pawn thanks to concrete lines. If White isn't able to calculate these lines correctly (for instance if he is in time trouble) he should keep away from playing 1 f4. The risk is too great that Black might start an attack against g2 with ...♖f5-d5-d2. 1 f3 is much more circumspect as White keeps a healthy pawn structure. He has faith that his advantage is great enough to win. But Black is able to secure his queenside with ...a6-a5-a4. Even after 1 f3 White has to show a certain accuracy (look at the moves 5 ♖f6! and the possible line 7 ♔g3 ♖d5 8 ♜e5!). The final proposal is 1 ♖c3! which is slower than 1 f4 or 1 f3 but doesn't require any calculation at all. White keeps all the positive aspects of his position and prevents ...a6-a5-a4. How would top players play this position? I guess that a tactician like Shirov would go for 1 f4, while

strategical players like Kramnik or Karpov would choose between 1 f3 or 1 ♖c3.

Endgame 25

A. Yusupov- L. Christiansen

Germany 1993

Earlier publication: *Informant 57/72*

(A. Yusupov).

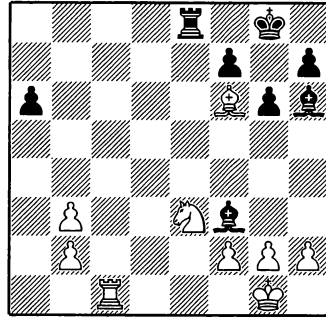


Diagram 25.1
Black to move

Assess the position. Should Black play 25...♖e2 or 25...♖xe3?

Commentary

Black is a pawn down. However, the pair of bishops should give him compensation.

25 ... ♖xe3?

Black cherishes false hopes that the opposite-coloured bishops and the devalued white pawn structure should guarantee him a draw. It will become apparent soon that White actually has a clear advantage. Instead, 25...♖e2 (Yusupov) would have been correct, with only a slight advantage for White.

26 fx3 ♖e2

Black establishes a blockade on b5. After 26...♙d5 27 b4 h5 (to prevent g2-g4) White can resolve his doubled pawn with 28 ♖c5 and 29 b5.

27 ♖f2 ♙b5
28 g4!

Just in time before Black plays ...h7-h5. Now the ♙f6 has taken up a firm post.

28 ... h6
29 h4 ♙d7
30 g5 h5 [25.2]

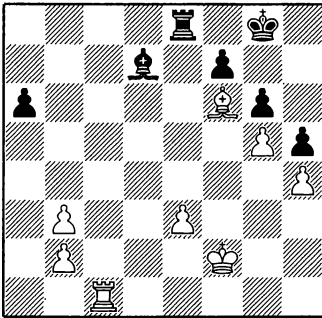


Diagram 25.2
White to move

Without the rooks the players could agree to a draw immediately. Black might then shuffle his bishop along the diagonal b5-f1 and White can't do anything. With rooks on, things are very different. Black's rook has to defend against a back rank mate. White's winning idea is straightforward: Get the king to b6 and sacrifice the exchange on a6. Then the passed b-pawns decide. Obviously this plan needs some preparation, but there is hardly any defence for Black.

31 ♖c7 ♙b5
32 ♙e7 ♙d3

33 ♖f3 ♙f5
34 e4 ♙e6
35 b4 ♖c8
36 ♖b7 ♙c4
37 ♖f4 ♙b5
38 ♖a7 ♖g7
[25.3]

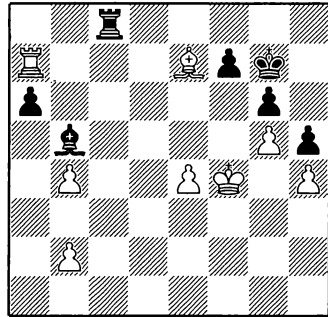


Diagram 25.3
White to move

39 b3!

A remarkable move. White denies the enemy pieces access to c4. Black can't attack the ♖b3 as his rook has to defend the back rank while his bishop is tied to the ♖a6. This move repeats a theme we have already encountered in game 23: with opposite-coloured bishops on the board the stronger side should use its pawns to restrict the enemy bishop.

39 ... ♙f1
40 e5 ♖g8
41 ♖e4 ♙e2
42 ♖d4 ♙f1
43 ♙d6!

White intends ♙c7 and ♖c5-b6 followed by the sacrifice on a6 (Yusupov).

43 ... ♙b5
44 ♙c7 ♖f8

- 45 ♖c5 ♔e7
 46 ♖d5

With the threat ♖d6+ (Yusupov).

- 46 ... ♙d7?!

Black hastens the end, but even 46...♖f8 47 ♖d6 (Yusupov) isn't really better. Due to zugzwang Black has to allow the decisive sacrifice on a6, e.g. 47...♙f1 (or 47...♖e8 48 ♖c5 ♖c8 49 ♖b6 and ♖d6+, ♖xa6) 48 ♖d7 ♙h3+ 49 ♖c6 ♙f1 50 ♖b7 ♖e8 51 ♖d6+ ♖g8 52 ♖xa6 ♙xa6+ 53 ♖xa6 and the b-pawn queens.

- 47 ♖d6+ ♔d8
 48 ♖c5! ♖c6
 49 ♖a8+ ♖c7
 50 ♖d6+ [25.4] 1-0

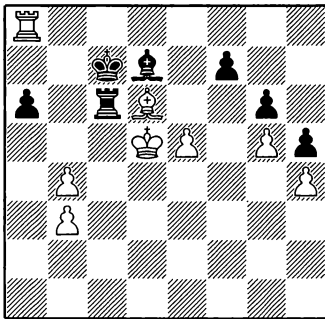


Diagram 25.4
Black to move

There might follow: 50...♖b7 51 ♖b8+ ♖a7 52 ♖d8 (Yusupov).

Endgame 26

C.H.O.D.Alexander-W.Smyslov

England v USSR match,

London 1954

Earlier publication:

Die Kunst des Endspiels

(W.Smyslov).

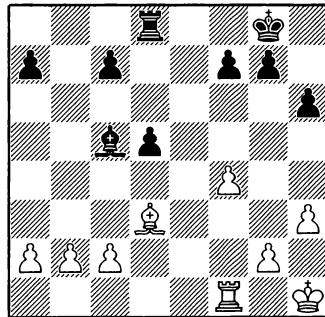


Diagram 26.1
White to move

Analyse the game.

- 21 g3 ♖b8 22 b3 ♖e8 23 ♙b5
 ♖e6 24 ♖d1 c6 25 f5 ♖d6 26 ♙d3
 ♖f8 27 ♖g2 ♙b4 28 ♖f1 ♖e7 29
 ♖f2 ♖d8 30 ♖f3 ♖d6 31 ♖e2 ♙c3
 32 ♖f4 ♖b8 33 h4 a5 34 ♖g4 c5 35
 ♖h5 a4 36 g4 ♙e5 37 g5 hxg5 38
 hxg5 ♖b4 39 ♖e3 ♖f4 40 c4 ♙d4
 41 ♖g3 a3 42 cxd5 0-1

Commentary

It is surprising that White loses this position without much ado. It's true that the black pieces are being conducted by endgame expert Vasily Smyslov, but the opponent on the white side, C.H.O.D. Alexander, was one of the best British players of those days. At first sight the position seems to be rather dead, but on a second look you notice that White has problems on the king-side. Especially the squares e3, f4 and g3 are weak. Besides, Black has a pawn majority in the centre. The ♠d5 controls the squares c4 and e4, thus restricting the ♙d3. Note that things would be different if this pawn were on d4. The black rook might become active along the b-file. At the moment Black enjoys only these small advantages but it takes him only twenty more moves to win.

21 g3

White prepares ♖g2-f3, but he lets Black have the e-file. Nevertheless the text is quite OK. There are two alternatives which illustrate some of White's problems.

I) 21 ♖e1 (the obvious choice) 21...♙f2 (the only try to stop White from playing 22 ♖e2 and 23 g3) 22 ♖e7 (22 ♖e2 ♙g3 23 f5 ♖f8 is slightly favourable for Black as the move f4-f5 has only weakened the e5 square and the ♙d3. On top of that the white king is badly placed) 22...♙g3 (22...c6 23 ♖h2 followed by g2-g3 leads to equality) 23 ♖xc7 ♖e8 24 ♖g1 ♖e1+ (after 24...♙xf4 25 ♖d7 White threatens both ♖xd5 and ♖f2) 25 ♙f1 ♖c1 (Pinning the

♙f1 is unpleasant. 25...♙xf4 26 ♖c8+ ♖h7 27 ♖f2 lets the white king escape) 26 b3!? (26 ♖xa7 d4 intending ...♙xf4 and after 27 ♖c7 Black plays 27...d3) 26...d4 27 ♖c4 ♖d1!? [26.2]

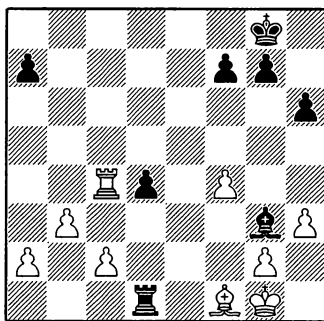


Diagram 26.2
White to move

White can't move either his king or bishop. I don't see how Black can make use of this circumstance, but it's understandable that White doesn't go for such a line.

II) 21 c4 is another important resource which we will encounter several times in the game. White undermines the centre, how should Black react? After 21...c6 22 cxd5 cxd5 the ♠d5 has lost its support. After 21...d4 Black's passed pawn is blocked and obstructs the ♙c5. The white queenside doesn't offer any attacking points as White hasn't played b2-b3 yet. However, Black has another possibility: 21...dxc4 22 ♙xc4 ♖d2 23 ♖b1 (23 b3? ♖xa2 24 b4 ♖c2 loses a pawn) 23...♙d4 (23...♖d4 24 ♖c1 ♙d6 25 g3 ♖d2 26 ♖b1, 23...♙d6 24 g3 followed by a2-a4, b2-b3 and ♖b1-e1-e2) 24 b4 ♙e3 25 g3 [26.3]

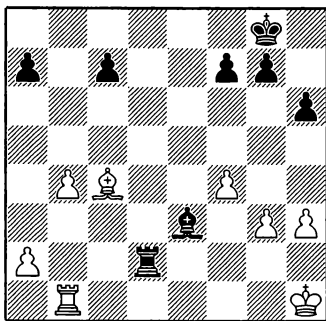


Diagram 26.3
Black to move

Once again the white position looks rather suspicious. Though the move c2-c4 is an important idea, it isn't yet time to play it.

21 ... ♖b8!

A characteristic manoeuvre. Before seizing the e-file Black provokes a weakness.

22 b3

The weak c3 square might be exploited by Black's bishop or king. In addition, the ♖b3 can be pressurized by means of ...a7-a5-a4. 22 ♖b1!? avoids this weakening for the moment. But the rook is rather passive: 22...♗f8!? (22...♙a3 23 c4 leads nowhere) 23 c3!? (23 ♗g2 ♗e7 24 ♗f3 ♗d6. To free his rook White has to play b2-b3 anyway) 23...♞e8 (c2-c3 has weakened the d3 square, thus ...♞e3 is unpleasant. 23...♗e7 24 ♞e1+ ♗d6 25 ♞e2 is less critical) 24 ♗g2 ♞e3 25 ♞d1 and now:

I) 25...♗e7 26 ♙f1 c6 (26...♗d6 27 b4 and c3-c4) 27 ♞d2 and after ♞e2 the rooks will come off, with a draw.

II) 25...a5 26 ♙a6 c6 27 ♞d2 ♞e1 28 ♞e2. If Black avoids the

exchange by 28...♞g1+ 29 ♗f3 he has to face the threat ♙b7.

III) 25...c6 26 ♙a6 g5!? keeps the initiative alive. White is reminded of his kingside weaknesses, e.g. 27 ♞d2 (27 fxg5 hxg5 and ...♙d6) 27...gxf4 28 gxf4 ♙d6 [26.4]

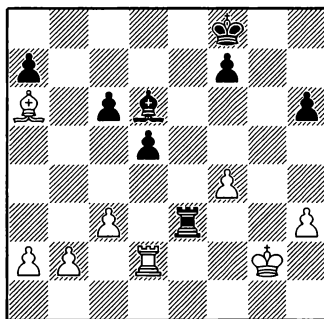


Diagram 26.4
White to move

22 ... ♞e8

23 ♙b5?!

Over the next two moves White retakes the e-file, but by doing so he plays the compromising f4-f5. 23 ♗g2 is a simpler solution: 23...♗f8 24 ♞d1 c6 25 ♞d2 ♞e1 26 ♞e2 [26.5]

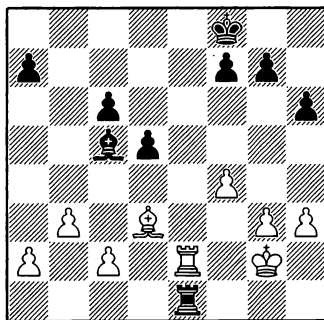


Diagram 26.5
Black to move

After exchange of rooks the draw can be signed while after 26...♖g1+ 27 ♔f3 the ♕c6 is susceptible to the manoeuvre ♘a6-b7. Thus 23 ♔g2 seems to draw quite comfortably.

23 ... ♖e6
 24 ♖d1 c6
 25 f5

Consistent but strategically risky, too.

25 ... ♖d6
 26 ♘d3 ♔f8
 [26.6]

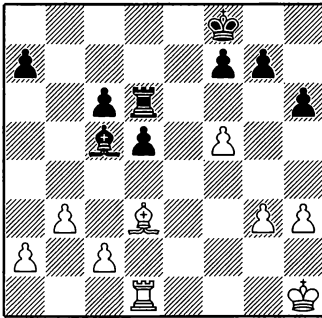


Diagram 26.6
White to move

27 ♔g2?!

This is already a serious inaccuracy. 27 ♖e1? ♘f2 loses a pawn, but White has two continuations which should lead to an almost equal position:

I) 27 ♖d2 ♔e7 (otherwise the black king will be cut off) 28 ♖e2+ ♔d8 (now king and rook are misplaced, they would rather change their places) 29 c3 (White plans b3-b4 and c3-c4 to attack the centre pawns) 29...a5 30 c4 d4 31 ♖e5 ♘b4 32 a3 ♘xa3 33 ♖xa5, and White has no more problems.

II) 27 c4 d4 (27...dxc4 28 bxc4 leaves Black with a symbolic advantage only) 28 ♖e1. The black king is cut off the centre while his white counterpart can join the fight actively. Once again White is out of trouble.

27 ... ♘b4!

Now the white rook has to lose precious time to get to the e-file. This enables Black to centralize his king.

28 ♖f1 ♔e7
 29 ♖f2 ♖d8
 30 ♔f3?!

30 c4!? d4 31 ♔f3 ♔d6 32 ♖e2 is better. Compare the note to 31 ♖e2.

30 ... ♔d6?!
 30...♘c3 prevents 31 c4.
 31 ♖e2?!

31 c4 is preferable, since after 31...d4 32 ♖e2 the bishop is misplaced on b4 (it would be better on b4). Black has to watch ideas like ♖e4-g4.

31 ... ♘c3
 [26.7]

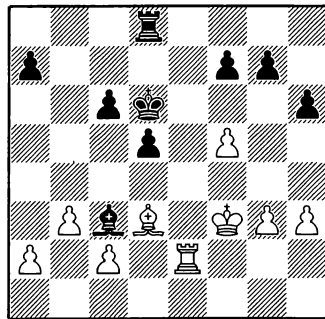


Diagram 26.7
White to move

Black physically prevents c2-c4.
 32 ♔f4?!

Over the next moves White starts an offensive on the kingside which doesn't yield anything apart from a further weakening. Black's initiative on the queenside is much more to the point. He intends ...♖b8 and ...a7-a5-a4. White has two ways to defend:

I) 32 ♖e3 (White drives away the ♙c3 and accomplishes c2-c4) 32...a5 33 ♙f1 ♙f6 34 c4 d4. The black king can penetrate the queenside via c5 and b4, supported by the a-pawn. The black bishop is ideally placed on f6 as it protects the pawns on d4 and g7 as well as the squares e5 and e7. White is in a sorry state.

II) However, 32 ♙a6! is feasible. White blocks the a-pawn and it isn't easy for Black to get around this, e.g. 32...♖b8 33 ♖e3 ♙f6 34 ♖e2 ♖b6 35 ♙d3. The threat is ♖e8 and after 35...♙e5 36 c4 Black has to defend against 37 c5+.

32 ... ♖b8
33 h4?!

Another weakening. Preferable is 33 a4, see the next note.

33 ... a5
34 ♙g4?!

White simply ignores Black's advance at the queenside. He has to play 34 a4 to establish a stronghold on b5. If after 34...♖b4+ 35 ♙f3 Black continues 35...c5?! White gets counterplay with 36 ♙b5! ♙e5 37 ♙e8 f6 38 ♙f7. Because of that Black should leave the c-pawn on c6 and prefer 35...♙e5 instead. He can support the bishop with ...f7-f6 and the king might go to c3. White has to reckon with ...♖g4 as well, a consequence of h3-h4.

34 ... c5 [26.8]

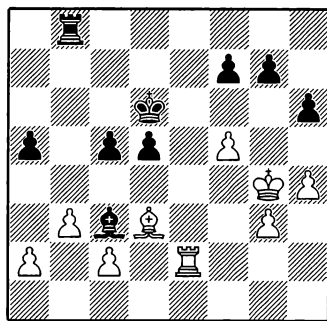


Diagram 26.8
White to move

The white problems are obvious. After ...a5-a4 Black plans either ...a4-a3 or ...c5-c4. The ♖a2 turns out to be the decisive weakness. Instead of the text, 34...a4! is possible as well.

35 ♙h5

The white kingside attack is just in vain. But things are very difficult anyway:

I) It is already too late for 35 a4 as after 35...♖b4+ and ...c5-c4 the ♖a4 is lost.

II) 35 ♖f2?! allows the ♙d3 to retreat, but after 35...a4 36 bxa4 c4 37 ♙f1 ♖b2 Black wins both a-pawns. Nevertheless this is White's best chance.

35 ... a4
36 g4

36 bxa4? c4 demonstrates the helplessness of the ♙d3.

36 ... ♙e5
37 g5 hxg5
38 hxg5 ♖b4!

...♙g3 (Smyslov) is threatened.

39 ♖e3 ♖f4
40 c4

Finally this move takes place, but much too late.

- 40 ... ♔d4
 41 ♖g3
 Or 41 ♖e2 ♕f2 (Smyslov).
 41 ... a3!
 42 cxd5 [26.9]

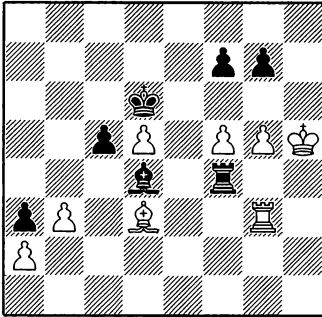


Diagram 26.9
 Black to move

Here the game was adjourned and later on White resigned. According to Smyslov Black can play 42... ♖f2 43 ♕b1 ♖b2, winning the a-pawn.

Endgame 27
V.Kramnik-G.Kasparov
 Novgorod 1995
 Earlier publications: *Informant*
 63/277 (V.Kramnik), *ChessBase-*
Magazin 48 (S.Dolmatov)

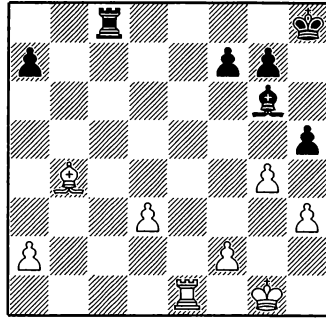


Diagram 27.1
 White to move

Analyse the game.

- 25 d4 hxg4 26 hxg4 f5 27 gxf5
 ♕xf5 28 ♕c5 a5 29 ♖e7 ♖c6 30
 ♖e5 ♕b1 31 a3 ♔g8 32 f3 a4 33
 ♔f2 ♖f6 34 ♖e8+ ♔f7 35 ♖e7+
 ♔g6 36 ♔e3 ♕a2 37 ♖a7 ♕d5 38
 f4 ♔f5 39 ♖xg7 ♖e6+ 40 ♔d3
 ♔xf4 41 ♖f7+ ♔g4 42 ♖d7 ♕b3 43
 ♕b4 ♔f3 44 ♖f7+ ♔g4 45 ♖d7
 ♔f3 46 ♖f7+ ♔g4 47 ♖f8 ♖h6 48
 ♔e4 ♖e6+ 49 ♔d3 ♖h6 50 ♕c5
 ♖h3+ 51 ♔e4 ♖h5 52 ♖f4+ ♔g3 53
 ♔e3 ♖h6 54 ♖f1 ♔g4 55 ♔e4
 ♖e6+ 56 ♔d3 ♖e8 57 ♔c3 ♖b8 58
 ♖f2 1/2-1/2

Commentary

Over the last few years Garry Kasparov fought many spectacular duels with his crown prince Vladimir Kramnik. In the present game Kramnik is close to victory as he

enjoys a healthy extra pawn. But the opposite-coloured bishops impede the winning process.

25 d4

Apart from being a pawn down Black suffers from the weak Δ a7.

25 ... hxg4

26 hxg4 f5?

This move is criticized by Kramnik. Black exchanges a pair of pawns, but he weakens the seventh rank and the e6 square. Furthermore Black doesn't care about his queen-side. White should be winning now. Better is 26... Δ c4 27 Δ c5 a5 "with a clear white advantage" according to Kramnik. Black refrains from weakening his position and his a-pawn gets to a4. As an example how things might proceed, I present the moves of the training game Holger Ellers-Christian Wilhelmi. This game started with position 27.1, with a time limit of one hour per player. There followed: 25 d4 Δ c4!? (Black delays exchanging on g4, but this isn't very relevant) 26 Δ c5 a5 27 $\text{\textcircled{c}}$ g2 a4 28 Δ e3 hxg4 29 hxg4 Δ c2 30 a3 Δ d2 31 Δ e8+ $\text{\textcircled{c}}$ h7 32 $\text{\textcircled{c}}$ g3 [27.2]

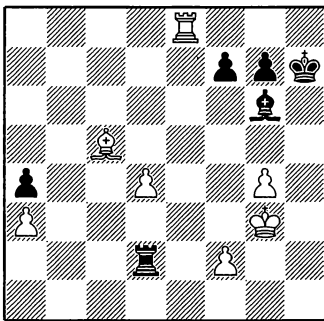


Diagram 27.2
Black to move

32...f6!? (Black denies White's king the squares e5 and g5, but he weakens the seventh rank. 32... Δ c2!? 33 f3 Δ d1 is interesting. If White's king supports the d-pawn the Δ f3 might become vulnerable) 33 Δ e7 Δ c2 34 Δ d7 Δ d3+ 35 $\text{\textcircled{c}}$ h4 (35 $\text{\textcircled{c}}$ f4 Δ d1 36 Δ f8 $\text{\textcircled{c}}$ g8 37 Δ xg7 Δ f3+ 38 $\text{\textcircled{c}}$ e4 Δ xf2 is unclear) 35... $\text{\textcircled{c}}$ g8 (with the threat of ...g7-g5+, but 35... Δ f3!? is noteworthy) 36 g5? (36 f4 Δ b3 37 f5 is necessary, White might proceed with g4-g5 then) 36... Δ f3 (Black has no more problems, now it's White who has to take care in view of his badly placed king) 37 gxf6 gxf6 38 Δ d8+ $\text{\textcircled{c}}$ f7 39 $\text{\textcircled{c}}$ g4 (39 d5? Δ f5) 39... Δ d1 40 Δ d7+ $\text{\textcircled{c}}$ g6 41 $\text{\textcircled{c}}$ h4 Δ xf2 42 d5 Δ f3 43 Δ f8 $\text{\textcircled{c}}$ f5 44 Δ a7 Δ d3?! (Stronger is 44... Δ b3 45 d6 Δ e6 and White threatens to take on a3. 46 Δ xa4 and 46 d7 aren't possible then due to 46... $\text{\textcircled{c}}$ g6 and mate on h3) 45 d6 Δ xa3?! (45... Δ b3 is still the better choice) 46 d7 Δ d3 47 Δ e7. Black lost on time. After 47... Δ g4 48 Δ a5+ $\text{\textcircled{c}}$ f4 49 Δ a4+ $\text{\textcircled{c}}$ f5 50 Δ xg4 Δ xd7 we arrive at the notorious endgame " Δ + Δ v Δ ", compare endgame 38.

27 gxf5

There are some important alternatives:

I) 27 Δ e7 fxg4 28 Δ xa7 Δ c4 29 Δ c5 Δ e4 with counterplay is given by Dolmatov. White's king feels uncomfortable as Black intends ... Δ c1+ and ... Δ c3-h3+. 30 Δ a3 protects the third rank, but after 30... Δ d5 there is the threat of ... Δ c1+ and ... Δ c2.

II) 27 Δ c5!? fxg4 28 Δ e7 (suggested by Kramnik) 28...a6 (or

28...a5 29 ♖a7) 29 ♖g2. Black faces a tough struggle in view of ♖g3-f4. However, 29 ♙d6?! ♖g8 30 ♙e5 is weaker because of 30...♙f7 31 a3 ♖c3 32 d5 ♖xa3 33 d6 ♖d3 34 d7? ♖f8.

III) 27 g5!? (avoids an exchange of pawns) 27...♖c4 28 ♙c5 a5 29 ♖g2 ♖c3 and ...f5-f4. Black's f-pawn restricts the white king, while White has no use for the ♙g5.

IV) 27 ♖e6! is strong. The point is the exchange sac after 27...♙f7 28 gxf5!. White wins, e.g. 28...♖c4 (28...♙xe6 29 fxe6 leaves Black's rook helpless against the advance of White's d-pawn) 29 ♙c5 ♙xe6 (29...♖a4 30 d5 ♖a5 31 d6 ♖xc5 32 d7 ♖d5 33 ♖e8+) 30 fxe6 ♖g8 (now the d-pawn can't be pushed immediately, but White wins nevertheless) 31 ♙xa7 ♖a4 (31...♖c6 32 e7 ♖f7 33 ♙c5 ♖a6 34 a3 leads to a slow but steady win for White) 32 ♙c5 ♖xa2 33 d5 ♖e2 [27.3] (33...♖a5 34 d6 ♖xc5 35 d7)

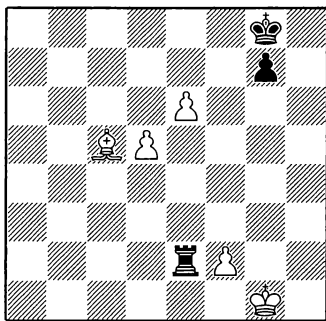


Diagram 27.3
White to move

34 ♖f1! (34 d6? ♖xe6 35 d7 ♖e1+ 36 ♖g2 ♖d1 is an unpleasant surprise) 34...♖e5 35 d6 ♖xe6 36 d7

and the d-pawn queens. Therefore Black has to try 27...♖h7, after which 28 gxf5 ♙xf5 29 ♖a6 leads to positions similar to those after 27 gxf5 ♙xf5 28 ♖e5!, see next note.

27 ... ♙xf5
[27.4]

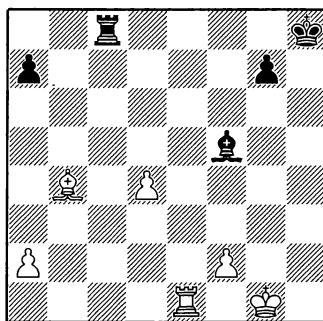


Diagram 27.4
White to move

28 ♙c5?

This move is based on a miscalculation (cf. the note to 30 ♖e5) and probably squanders the win. 28 ♙c5? closes the c-file, but it has two grave disadvantages: Firstly, the d-pawn cannot advance as long as Black's rook attacks the ♙c5. Secondly, Black can advance his problem child, the a-pawn, to a4. Black later on establishes the set-up ♖b4 + ♙b3 which supports his defence enormously. Pawn and bishop protect each other and the bishop controls the diagonal a2-g8, including the d5 square. Until the end of the game the d-pawn won't cross that square. White has three other moves at his disposal:

I) 28 ♖e7 ♖c4 (28...a6 29 ♙d6 followed by ♙e5 is just hopeless) 29 ♙c5 a5 30 ♖a7 a4 31 ♖g2

(White plans advancing his king to f4) 31...g5!? (I don't see anything else) 32 ♖d6 (32 a3 ♙e4+ 33 ♖g3 ♙f5 34 ♗e7 ♗c3+ 35 ♖g2 g4 with some kind of counterplay) 32...♖g8 33 ♙e5 ♖f8. Though Black's position looks very suspicious, the game isn't over yet.

II) 28 d5. This move suggests itself, but there is a drawback. White wants to reach the arrangement w♙b4 + ♖a3 + ♖d6. Then pawns and bishop defend each other, while the rook is ready to enter e7. However, Black can interfere: 28...♗c4 (28...a5 29 ♙e7 ♗c2 30 a3 ♗d2 and now not 31 d6? as then the bishop is wrong-placed. Better is 31 ♗e5!, and after 32 ♙c5 and 33 d6 White arranges his pieces ideally) 29 a3 a5 30 ♗e8+ (30 ♙e7 ♗e4) 30...♖h7 31 ♙e7 ♗d4 32 ♗d8 ♙e4 33 d6 a4. White's bishop is on a bad square, Black has counterplay against the ♖a3.

III) 28 ♗e5! should decide the issue. Along the fifth rank the rook controls the d5 square (important to advance the passed pawn) as well as the a5 square (important for an attack against the ♖a7). Black faces insurmountable difficulties. Some lines may serve as proof:

A) 28...♙d7 29 ♗e7.

B) 28...♙b1 29 ♗a5 ♗c1+ 30 ♖g2 g5 (30...♙e4+ 31 ♖g3) 31 a3.

C) 28...♙d3 29 d5.

D) 28...♙c2 29 ♗a5 (or 29 d5) 29...♗c4 30 ♙c5 ♗a4 31 ♗xa7.

E) 28...♗c1+ 29 ♖g2 leaves Black with the same sort of problems as one move before.

F) 28...♗c4 29 a3 ♙d3 (29...g6 30 ♗a5 ♖g8 31 ♙c5) 30 d5 ♗e4 31

♗h5+ ♖g8 32 d6 and White has attained his ideal arrangement.

In passing, I would like to remark the following: Though Kasparov and Kramnik are super-class grandmasters, they are not immune to errors. The moves 26...f5? and 28 ♙c5? are characteristic mistakes: In a worse position, Kasparov usually defends in the most active way, even though this sometimes isn't appropriate. 26...f5? is a pseudo-active move which merely weakens Black's position. This shortcoming of Kasparov's play is discussed by the well-known Russian coach Mark Dvoretsky in chapter 14 of his book *Attack and Defence*. On the other hand, 28 ♙c5? is typical for Kramnik, as he sometimes lacks the precise calculation needed to convert an advantageous position into a win.

28 ... a5!

Obviously Black grabs the chance to establish the above-mentioned piece arrangement. 28...a6? is much weaker.

29 ♗e7

A loss of time, but other moves aren't essentially better. 29 ♖g2 "intending ♖g3-f4" is winning according to Kramnik but I don't agree. It isn't clear what results from the white king advancing after 29...♗c6. Along the sixth rank the rook is well-placed. Either it can offer an exchange on e6 or it can bother the white king with checks:

I) 30 ♗e7 transposes to the game.

II) 30 ♖g3 ♗e6 31 ♗d1 (31 ♗c1 ♙e4 and ...♙d5) 31...♖g8!?, with the point that after 32 d5 ♗e2 33 a3 ♗c2 the ♙c5 can't defend the ♖a3

anymore, e.g. 34 ♖e7 ♜f7 35 d6 ♜c3+ 36 ♜f4 ♖d7.

III) 30 ♜e8+ ♜h7 31 ♜g3 ♖e6 32 a3 a4 33 ♜f4 ♖b3 (White can't go on though he has an improved version of the game) 34 ♜e5 (34 ♜e3 ♜e6+, 34 ♜d8 ♜g6 35 ♜e3 ♜e6+ 36 ♜d3 ♜f6 gives White headaches about the ♠f2, e.g. 37 d5 ♜f5 38 ♜e4 ♖c2+ 39 ♜e3 ♖b3) 34...♜g6 35 f4 ♜f6 [27.5]

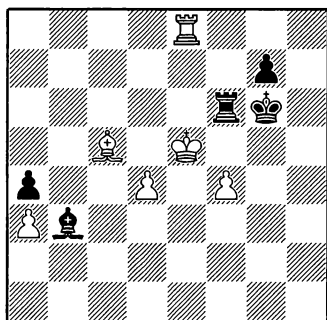


Diagram 27.5
White to move

The white king has to stop.

29 ... ♜c6!

Black defends against the threats 30 ♜a7 and 30 ♖d6, 31 ♖e5.

30 ♜e5

The rook remorsefully returns to the fifth rank. Here Kramnik must have realized that a large part of his advantage has disappeared.

I) 30 ♜a7 probably has been Kramnik's intention when playing 28 ♖c5. The ♠a5 is doomed to fall, but 30...♜g6+ 31 ♜f1 (31 ♜h2 ♖e4 wins the ♠f2) 31...♜a6! (Kramnik) defends. 32 ♜xa6 ♖d3+ leads to a draw.

II) 30 f3 ♖e6 31 a3 ♖d5 (Kramnik) or

III) 30 ♜g2!? ♖e6 31 a3 a4 allow Black to defend as well.

30 ... ♖b1

31 a3 ♜g8

32 f3 a4

32...♖a2 is another possibility, with the idea 32 ♜f2 ♜e6 33 ♜e8+ ♜f7 34 ♜e7+ ♜g6 35 ♜a7 ♜f6. In exchange for the a-pawn Black gets the ♠f3. Then the passed g-pawn should offer enough counterplay for a successful defence.

33 ♜f2 [27.6]

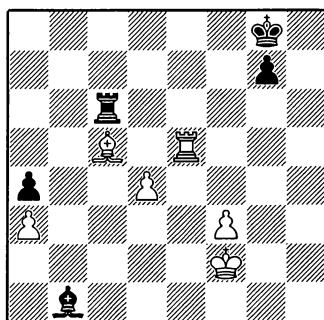


Diagram 27.6
Black to move

If 33 ♖b4!? (idea d4-d5-d6), then 33...♜f6 34 ♜f2 ♜f5 (Kramnik). But after the text 34 ♖b4 is a real threat.

33 ... ♜f6

Necessary to stop the d-pawn. 33...♖a2? 34 ♖b4 ♜e6 (34...♜c2+ 35 ♜g3 ♖c4 36 d5 ♜e2 37 ♜g5) 35 ♜a5 ♖b3 36 d5 ♜e5 37 ♜a8+ ♜f7 38 d6 with a win for White according to Kramnik.

34 ♜e8+

Kramnik and Dolmatov point out that 34 d5 leads nowhere: 34...♖f5 35 ♗e8+ ♗f7 36 ♜d8 ♙e4 37 ♗f8+ ♗g6 38 ♗xf5 ♙xf5 with a draw.

- 34 ... ♗f7
 35 ♗e7+ ♗g6
 36 ♗e3?!

White permits an exchange of pawns.

I) 36 d5 ♖f5 37 ♜d7 ♙e4 or

II) 36 ♗a7 ♙e4 37 ♗xa4 ♗xf3+ 38 ♗e2 ♗f5 aren't better, but after

III) 36 ♗g3 Black still has to suffer.

- 36 ... ♙a2
 37 ♗a7 ♙d5
 38 f4 ♗f5!
 39 ♗xg7 ♗e6+
 40 ♗d3 ♗xf4

Now Black clearly is beyond the worst. It is important to notice that a drawn position results if Black manages to exchange ♗e6 and ♙d5 against ♗g7 and ♙d4.

- 41 ♗f7+ ♗g4
 42 ♜d7 ♙b3
 43 ♙b4

There are two other moves:

I) After 43 d5 ♗e5 44 ♗d4 ♗xd5+ 45 ♗xd5 ♙xd5 46 ♗xd5 ♗f5 [27.7]

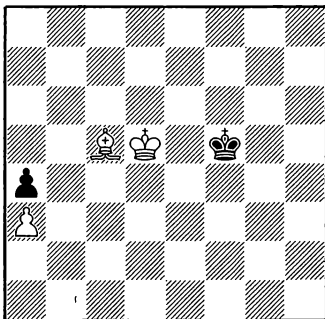


Diagram 27.7
 White to move

... we arrive at the drawn position mentioned above. This type of position has been analysed by Horwitz and Kling in 1851 and by Rauzer in 1928. White can't win: If his king captures the ♙a4, Black's king gets to a8. Should White try to push away the opponent, the black king has to stay on the fifth to eighth rank. If the black king is driven to the first to fourth rank, White can win. Here are some lines for the sake of clarification: 47 ♙d4 ♗g6 (47...♗f4 48 ♗e6 ♗e4? 49 ♙e5 is a win for White according to Rauzer. By subtle manoeuvring the black king is forced to h1)

A) 48 ♙e5 ♗f5 49 ♗d6 ♗g6 50 ♗c6 ♗f5 (but not 50...♗f7? 51 ♗b5 ♗e6 52 ♗xa4 ♗d7 53 ♗b5 ♗c8 54 ♗c6) 51 ♙h2 ♗e6 or

B) 48 ♗e6 ♗g5 49 ♙e5 ♗g6 50 ♙f6 ♗h7 51 ♗f7 ♗h6 52 ♗g8 ♗g6 53 ♙g7 ♗f5 54 ♗f7 ♗g5 55 ♙f8 ♗f5 56 ♙e7 ♗e5 57 ♗e8 ♗e6 and White hasn't made any progress at all.

II) 43 ♗c3!? "with the idea ♗b4-b5" is suggested by Kramnik. But after 43...♗e3+ 44 ♗b4 ♜d3 I don't see a decent plan for White. Should the d-pawn advance we reach the drawn position above. The only other idea, an exchange sac on a4, remains fruitless as well, e.g. 45 ♗a7 ♗f5 46 ♗xa4 ♙xa4 47 ♗xa4 ♗e6 with a draw.

- 43 ... ♗f3
 44 ♗f7+

Kramnik analyses that 44 d5 leads to draw: 44...♗e3+ 45 ♗d2 (45 ♗d4 ♗e4+ 46 ♗c5 ♗e5 47 ♙c3 ♗xd5+ 48 ♗xd5 ♙xd5 49 ♗xd5 ♗f4 50 ♗e6 ♗g5! with a draw) 45...♗e2+

46 ♖c1 ♜c2+ 47 ♖b1 ♜c8 48 d6.
 The d-pawn has crossed the critical square d5, but after 48...♙c2+ 49 ♖a1 ♙f5 50 ♜f7 ♜c1+ 51 ♖b2 ♜c2+ 52 ♖b1 ♜c5+! [27.8]

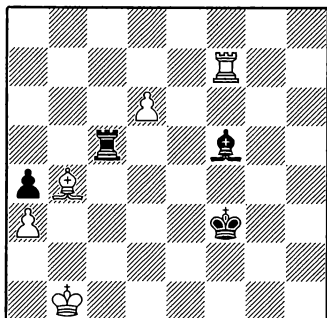


Diagram 27.8
 White to move

... a perpetual check results.

44 ... ♖g4
 45 ♜d7 ♖f3

The remainder of the game is without interest. Thanks to the arrangement b♙b3 + ♖a4 Black defends.

46	♜f7+	♖g4
47	♜f8	♜h6
48	♖e4	♜e6+
49	♖d3	♜h6
50	♙c5	♜h3+
51	♖e4	♜h5
52	♜f4+	♖g3
53	♖e3	♜h6
54	♜f1	♖g4
55	♖e4	♜e6+
56	♖d3	♜e8
57	♖c3	♜b8
58	♜f2	½-½

Endgame 28

I.Sokolov -V.Salov

Madrid 1994

Earlier publication:

Informant 60/501 (I.Sokolov)

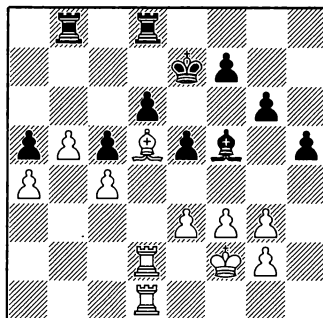


Diagram 28.1
 White to move

White to move. How can he make progress ?

Commentary

This endgame is an instructive example of the theme “The Two Weaknesses”. The black pieces have to watch the ♖b5. White exploits this circumstance by attacking another weakness—the ♜f7!

35	♜f1!	♜b6
36	♖e1	♜f8
37	♖e2	♜bb8
38	e4	♙c8
39	♖e3	♜b6
40	♜df2!	

Doubling the rooks along the closed f-file looks strange, but only at first sight.

40	...	♙d7
41	g4!	[28.2]

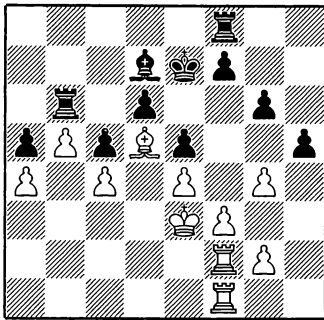


Diagram 28.2
Black to move

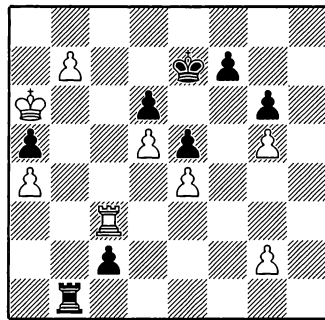


Diagram 28.3
Black to move

The decisive advance.

- | | | |
|---------|-------|-------------------|
| 41 | ... | hxg4 |
| 41...h4 | 42 g5 | followed by f3-f4 |
| and | h1 | (Sokolov). |
| 42 | fxg4 | ♙e6 |
| 43 | g5 | ♜bb8 |
| 44 | ♜f6! | ♙xd5 |
| 45 | cxd5 | ♜b7 |
| 46 | ♙d3 | ♜d7 |
| 47 | ♙c4 | ♜b7 |
| 48 | ♜1f3 | ♜bb8 |
| 49 | ♜h3! | ♜h8 |

Black has to meet the threat of ♜h7, but now the b-pawn decides the game. 49...♜b6 50 ♜h7 ♙e8 51 g3!, and due to zugzwang Black loses a pawn (Sokolov).

- | | | |
|----|------|------|
| 50 | ♜xh8 | ♜xh8 |
| 51 | b6 | ♜h1 |
| 52 | ♙b5 | c4 |
| 53 | b7 | |

Certainly not 53 ♙xc4? ♜b1.

- | | | |
|----|-----|------------|
| 53 | ... | c3 |
| 54 | ♙a6 | ♜b1 |
| 55 | ♜f3 | c2 |
| 56 | ♜c3 | [28.3] 1-0 |

Endgame 29

R.Fischer-J.Bolbochan

Mar del Plata 1959

Earlier publication: *Encyclopaedia of Endgames (Rooks II)/endgame 1534* (editorial remarks)

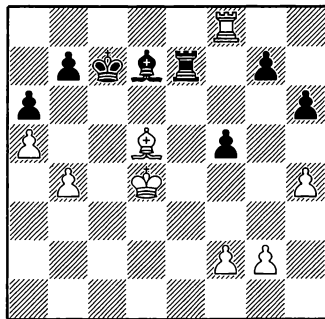


Diagram 29.1
White to move

There followed: 1 f4 g6 2 ♜f6 ♙e8 3 ♙e6 ♙c6 4 g3 ♜g7 5 ♙e5 ♙e8 6 ♙d5 h5 7 ♜b6 ♙c8 8 ♙e6+ An immediate 8 ♙f6 wins more

quickly. 8...♖c7 9 ♜f6 ♞h7 10 ♙d5 ♜c8 11 ♞e6 ♜d8 12 ♞d6+ ♜c7 13 ♞b6 ♜c8 14 ♙g8 ♞c7 15 ♙e6+ ♜b8 16 ♞d6 1-0. In the course of the game Black remains rather passive. Therefore 1...♞e1!? looks like a way to improve Black's play. The *Encyclopaedia* then gives: 2 ♞f7 [29.2] "and White wins". Do you agree?

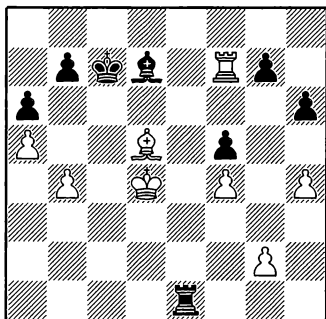


Diagram 29.2
Black to move

Commentary

This assessment is wrong as Black can force a draw.

- 1 f4 ♞e1
- 2 ♞f7 ♞d1+

This simple check poses problems.

- 3 ♜c5

3 ♜e5 ♞e1+ and the king has to return. 3 ♜c4? ♜d6 loses material due to the threats ...♙b5+ respectively ...♙e6+.

- 3 ... ♞c1+
- 4 ♙c4

White has to accept this pin. Otherwise he can't go on.

- 4 ... ♜d8!

4...♜c8? 5 ♜d6 ♞xc4 6 ♞f8+ loses.

- 5 ♜d5

Forced as 5 ♜d4? ♞xc4+ or 5 ♜d6? ♙e8 6 ♞xb7 ♞xc4 7 ♞b8+ ♞c8 lose material.

- 5 ... ♞xc4

The transition to a pawn ending secures the draw. 5...♙c6+ 6 ♜d4 ♙xg2 7 ♞xg7 or 5...♞d1+ 6 ♜e5 ♞e1+ 7 ♜d6 ♞d1+ 8 ♙d5 are clearly favourable for White.

- 6 ♞xd7+ ♜xd7
- 7 ♜xc4 [29.3]

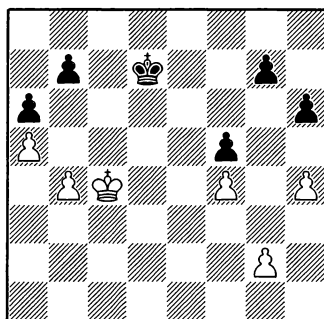


Diagram 29.3
White to move

Black still has to be careful as White's king is more active.

- 7 ... ♜c6!

Other moves lose:

I) 7...h5? 8 ♜d5 g6 9 ♜e5 ♜c6 (9...♜e7 10 g3) 10 ♜f6 ♜b5 11 ♜xg6 ♜xb4 12 ♜xf5 ♜xa5 13 ♜e4 b5 (13...♜b6 14 g4) 14 f5 b4 15 f6 b3 16 ♜d3.

II) 7...♜d6? 8 h5 ♜c6 (8...b6 9 axb6 ♜c6 10 ♜b3 ♜xb6 11 ♜a4) 9 b5+ axb5+ (9...♜d6 10 bxa6 bxa6 11 ♜d4 ♜c6 12 ♜e5 ♜b5 13 ♜xf5 ♜xa5 14 ♜g6 results in a cheerless

queen ending) 10 ♖b4 ♗c7 11 ♜xb5 ♜b8 12 ♜b6 ♗c8 13 a6 bxa6 14 ♜xa6 ♗c7 15 ♜b5 ♗d6 16 ♗c4 ♗c6 17 ♗d4 ♗d6 18 g3 ♗e6 19 ♗c5 g6 20 ♗c6 (not 20 hxg6? ♗f6 21 ♗d6 ♗xg6 22 ♗e6 ♗h5 23 ♗xf5 stalemate!) 20...♗e7 21 ♗d5 ♗f6 22 ♗d6 ♗f7 23 ♗e5.

8 h5

8 b5+? axb5+ 9 ♜b4 h5 10 g3 g6 and this time White loses.

8 ... b6

8...♗d6? 9 b5, compare the line 7...♗d6.

9 axb6

9 g3 b5+ 10 ♗d4 ♗d6 11 ♗c3 ♗d5 12 ♗d3 ♗c6 draws immediately.

9 ... ♜xb6

10 ♗c3!?

Black has to get around the last problem. White wants to reach the position w♗a4 v b♜b6 with Black to move. 10 ♜b3 ♜b5 11 g3 ♗c6 12 ♗a4 ♜b6 is a draw as White lacks the reserve tempo g2-g3.

10... ♗c6!?

The simplest, but 10...♜b5 11 ♜b3 ♗c6 12 ♗a4 ♗d5 (not 12...♜b6? 13 g3) 13 ♗a6 ♗c4 14 ♜xa6 ♜xb4 eventually leads to draw, too.

11 ♜b3 ♜b5

12 g3

Or 12 ♗a3 a5.

12 ... ♗c6

13 ♗a4 ♜b6

There is no progress possible. Alternatives to 2 ♜f7 give Black reasonable counterplay as well, viz. 2 ♗f3 ♜b1 3 ♗c3 ♜c1+ 4 ♜b3 ♗e6+ and ...♜c4. Thus the active 1...♜e1 offers reasonable chances for defence.

Endgame 30

C.Lutz-R.Dautov

German league 1997

Unpublished.

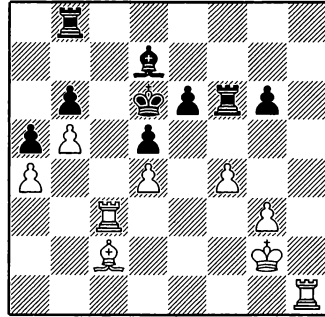


Diagram 30.1

White to move

White played 43 ♜h6. How should Black react ?

Commentary

I was in a pleasant mood as the weak black pawns and the passive ♗d7 guarantee White a definite edge.

43 ♜h6

Here I expected only 43...♗e8 44 ♗f3 and 45 ♗g4, 46 ♗g5 or 43...♜g8 44 ♗d3 ♜g7 (otherwise the white rook enters via the c-files) 45 ♜c1 ♜g8 46 ♗f3 ♜g7 47 ♗g4! and 48 ♗g5, even after 47...e5+. In both cases White wins the ♗g6 and the game. But Dautov comes up with a surprise:

43 ... ♜ff8!

Black attains counterplay via the c-file.

44 ♜xg6

44 ♗xg6? ♜f6 with the threats of ...♜g8 or ...♗e8.

44 ... ♖bc8
 45 ♖xc8 ♖xc8
 [30.2]

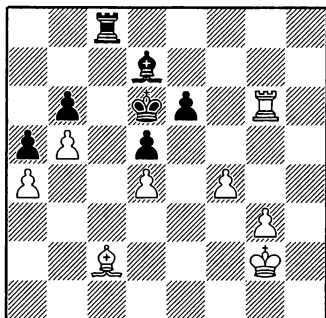


Diagram 30.2
 White to move

Since 46 ♔d1 ♖c4 leads to strong counterplay White panicked and forced a draw with 46 ♔f5 (threatening 47 ♗xe6 and 48 f5) ♔e7 47 ♖g7+ ♔d6 48 ♖g6 ♔e7. I was under the influence of 43...♖ff8!; White has still a clear edge:

46 ♔d3 ♖c3

Other moves don't help:

I) 46...♖c1 47 ♔e2 is similar to 46... ♖c3.

II) 46...♔e7 47 ♖g7+ ♔d6 48 g4 ♖c3 49 ♔e2 ♖a3 50 g5 ♖xa4 51 g6, and the g-pawn nets a piece.

47 ♔e2 ♖c2

Or:

I) 47...♖a3 48 f5 ♖xa4 49 f6! (49 fxe6 ♔e8 50 ♖g8 ♔e7 allows counterplay) 49...♖a2 50 ♖g8 ♖xe2+ 51 ♔f3 ♖e1 52 ♔f2, and the f-pawn promotes.

II) 47...♔e7 48 ♖g7+ ♔d6 49 g4 leads to the line 46...♔e7.

III) 47...♔e8 48 ♖g7 (or 48 ♖g8 ♔e7 49 ♖g7+ ♔f6 50 ♖b7)

48...♖a3 49 ♖b7 ♖xa4 50 ♖xb6+ ♔e7 51 ♖a6 is clearly to White's advantage.

48 ♔f3

48 ♔f2 ♔e8 49 ♖g7 ♖a2 is less convincing as White can't play 50 ♖b7? ♔h5. After 50 ♔e3 ♔d7 51 g4 ♖xa4 52 g5 ♖a3+ 53 ♔f2 ♖c3 Black stops the g-pawn while his a-pawn creates trouble.

48 ... ♔e8

48...♖a2 leads to a lost bishop ending: 49 f5 ♖xa4 50 f6 ♖a3+ 51 ♔f4 ♖c3 (or else Black can't prevent ♖g8 and f6-f7) 52 ♖g8 ♖c8 53 ♖xc8 ♔xc8 [30.3]

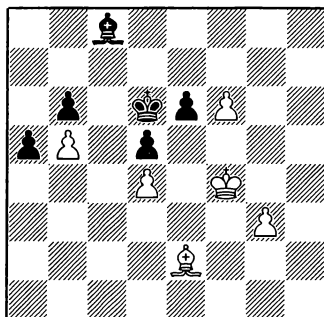


Diagram 30.3
 White to move

54 ♔d1 ♔d7 55 ♔a4 ♔e8 56 g4 ♔f7 (56...♔g6 57 ♔g5 and ♔h6-g7) 57 ♔c2 (57 ♔g5? e5) 57...♔e8 58 g5 ♔xb5 59 g6 ♔e8 60 g7 ♔f7 61 ♔h7.

49 ♖g7 ♖a2

50 ♖b7 ♔h5+

Or 50...♖xa4 51 ♖xb6+.

51 g4 ♔xg4+

52 ♔xg4 ♖xe2

53 ♖xb6+ [30.4]

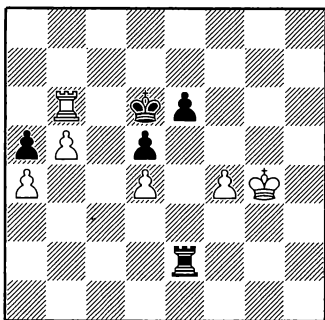


Diagram 30.4
Black to move

White has a clear edge. Most probably Dautov didn't see all these lines, but that isn't necessary. It suffices to see that other moves lose without a fight and that the complications ensuing from 43...♖ff8! aren't that easy to calculate. Indeed, I immediately spoil my advantage. I could have spared myself all this trouble if I had watched closely for Black's possibilities. Then I would have found the prophylactic move 43 ♔d3! [30.5].

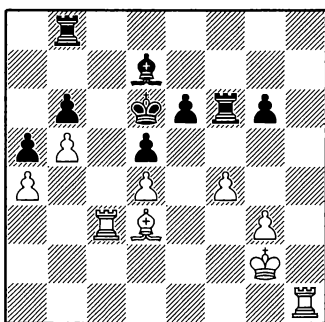


Diagram 30.5
Black to move

After e.g. 43...♖g8 44 ♖h6 ♖ff8 45 ♖xg6 ♖c8 46 ♖xc8 ♖xc8 47 f5 White is a whole tempo up compared to the lines above and wins easily.

Endgame 31
G.Kasparov-B.Gelfand
Horgen 1994

Earlier publication:
Informant 61/261 (G.Kasparov)

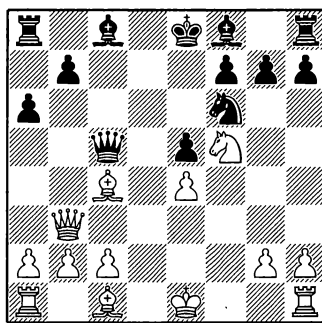


Diagram 31.1
Black to move

Analyse the game.

13...♖b4+ 14 ♖xb4 ♔xb4+ 15 c3 ♔f8 16 ♔d3 ♔e6 17 ♖f1 0-0-0 18 ♔c2 ♘e8 19 ♔b3 ♖d7 20 ♔g5 ♔c5 21 ♖e2 ♔xb3 22 axb3 f6 23 ♔c1 ♘d6 24 ♘xd6+ ♖xd6 25 b4 ♔a7 26 b5 ♖hd8 27 ♖a2 ♖b8 28 bxa6 bxa6 29 b3 ♖b7 30 ♖d2 ♖c6 31 ♖xd6+ ♖xd6 32 g4 ♖d7 33 ♔d2 ♔b6 34 ♖a1 ♖b7 35 h4 ♖d8 36 h5 ♖d6 37 ♔e1 ♔c7 38 b4 ♔b6 39 ♖a2 ♖c6 40 ♖a1 ♖d6 41 ♔d2 ♖d7 42 ♖f1 ♖c6 43 c4 ♔d4 44 h6 ♖b7 45 c5 a5 46 ♖c1 ♖c7 47 c6+ 1-0

Commentary

Since he won the world championship in 1985 Garry Kasparov has dominated the chess world. At the chessboard, besides his calculating prowess, Kasparov's most outstanding feature is his opening preparation. He made his mark on many opening systems, many games he won thanks to deadly novelties. But in the present game the Byelorussian Boris Gelfand manages to survive the opening against Kasparov and to reach an equal ending. But then Kasparov proves his superiority and by the accumulation of small advantages is able to achieve victory.

13 ... ♖b4+

Because of the pressure against f7 Black forces the queens off.

14 ♙xb4 ♜xb4+

15 c3

What are the most important features of the resulting endgame? The position of the ♠e4 catches the eye: On the one hand the pawn is isolated and needs protection, on the other hand it holds back Black's kingside majority and supports the ♘f5.

15 ... ♙f8!

For the moment, Black lets the ♘f5 live as White has to take care of the ♠e4. The alternative is 15...♙xf5?! 16 exf5 ♙c5 (16...♜c8 17 ♙b3 ♜xc3? 18 bxc3 ♙xc3+ 19 ♖e2 ♙xa1 20 ♙a3 ♙d4 21 ♜c1 ♖d8 22 ♙xf7 is clearly advantageous for White) 17 ♖e2 [31.2]

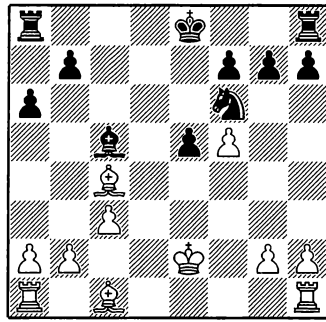


Diagram 31.2

Black to move

... with a slight white advantage (Kasparov). White enjoys the pair of bishops and his king is quite secure at e2, because Black can't open the e-file.

16 ♙d3 ♙e6

16...g6!? 17 ♘e3 ♙e6 18 c4!? is another move. White's knight has to leave f5, but it can settle down at d5. Kasparov assesses the position as unclear. After 18...0-0-0 19 ♘d5 [31.3]

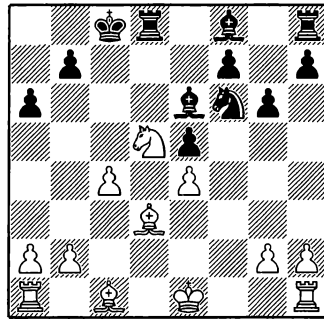


Diagram 31.3

Black to move

Black can either erect a blockade with 19...♙xd5 20 cxd5 ♘e8 and ...f7-f6, ...♙e7, ...♘d6 or he can

play around the ♖d5 by 19...♗d7 20.0-0 ♘c5+ 21 ♖h1 h6!?. In both cases chances are about balanced.

17 ♖f1

To support the ♖f5. 17 ♘g5 ♗d7 18 ♘c2 g6 19 ♗e3 ♘e7 20 ♘xe7 ♖xe7 is given by Kasparov as slightly better for Black. Certainly the exchange of the black-squared bishop only helps Black.

17 ... 0-0-0

Though this move is not a mistake, it is rather "tame" in the fight for the initiative. White realizes the exchange of the white-squared bishops, this way he can start to play for an advantage. 17...g6!? deserves attention here as well: 18 ♗e3 (18 ♘g5 ♗h5 19 ♗e3 h6 20 ♘h4 ♘e7 looks good for Black) 18...0-0-0 19 ♘c2 (19 ♘xa6?! ♗xe4 20 ♘c4 ♘xc4 21 ♗xc4 f5 is better for Black owing to his central pawns. 22 ♗xe5? ♖e8 isn't playable) 19...♘e7 with an unclear position (Kasparov). White should prefer 20 ♘d2 followed by 21 c4 and 22 ♗d5, with a position similar to diagram 31.3.

18 ♘c2 ♗e8

Black has to defend against the threat ♘g5 and ♘xf6. The text intends a later ...♗d6. After 18...♗d7!? (Kasparov) White shouldn't play 19 ♘b3? ♘xb3 20 axb3 ♗c5, but instead he should hinder the development of the ♘f8 with 19 ♘e3, e.g. 19...g6 20 ♗h6 f6 21 ♘b3 ♘xb3 22 axb3 ♖e8 23 ♖d1 ♖c7 (else ♗f7-d6+) 24 b4 and the ♗h6 disturbs Black's play.

19 ♘b3 ♖d7

Black protects the ♖f7 and enables the knight to return to f6 without fear of ♘g5. 20 ♘xe6 fxe6 21

♗g3 (21 ♗e3 ♗d6) ♗d6 doesn't promise anything for White since the ♖e4 is weaker than Black's doubled pawns and the ♗g3 has to remain passive.

20 ♘g5

Not an obvious move, but its sense becomes apparent on a second look: The bishop prevents ...♗f6 while the e3 square is left for the knight. 20 ♘e3 ♗f6 doesn't pose any problems: 21 ♘xe6 (21 ♘c2 ♗g4 22 ♘g1 g6 and ...♘h6, 21 ♗g3 ♘e7 and ...h7-h5-h4) 21...fxe6 22 ♗g3 ♘e7 followed by ...h7-h5-h4 and possibly ...♗g4, with strong counterplay.

20 ... ♘c5

The black-squared bishop is actively placed. It doesn't attack anything, but it denies its white counterpart the e3 square. 20...♘xb3?! 21 axb3 ♗d6 22 ♗xd6+ ♘xd6 23 ♘e3! [31.4]

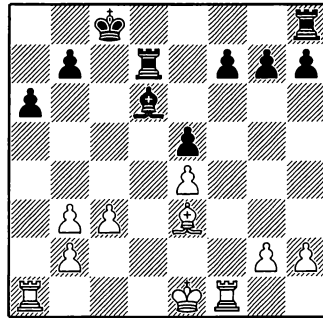


Diagram 31.4
Black to move

... "with a clear white advantage" according to Kasparov. The white bishop occupies the important diagonal g1-a7. In analogy to the game White can play ♖e2, g2-g4,

h2-h4-h5. Maybe it's an exaggeration to say that White is clearly better, but Black can't do anything constructive. Even if he doubles his rooks along the d-file White doesn't have to react. The ♖e3 controls the d2 square and White isn't forced to exchange rooks.

21 ♔e2 ♜xb3
22 axb3

After the exchange on b3 White has the nominally better bishop. But for the moment the equilibrium isn't disturbed.

22 ... f6
Driving back the ♗g5.

23 ♗c1!?

This move isn't easy to understand. After 23 ♗e3 ♗xe3 24 ♘xe3 ♘c7 White has given up the only chance for an advantage, the better bishop. To win against a strong opponent it is necessary to create problems. 23 ♗c1 is a test of Black's attention. It will be apparent soon why Kasparov didn't play 23 ♗d2.

23... ♘d6?!

And Gelfand walks into the trap. It's natural to exchange the ♘f5, but White has a hidden resource. 23...♘c7! 24 b4 ♗b6 is given by Kasparov. From e6 the knight controls the important squares d4, f4, g5 and g7, thus the ♘f5 is neutralized. After for instance 25 ♗d2 ♗hd8 26 ♗ad1 ♘e6 27 ♗c1 ♗xd1 28 ♗xd1 ♗xd1 29 ♗xd1 ♗d7 the position is balanced.

24 ♘xd6+ ♗xd6 [31.5]

After 24...♗xd6 25 ♗e3 White seizes the diagonal e3-a7, compare the note to diagram 31.4.

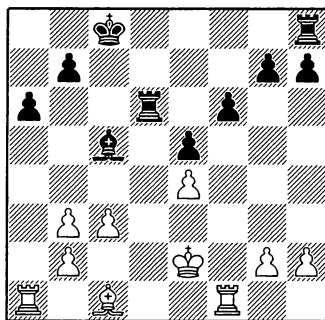


Diagram 31.5
White to move

25 b4

It turns out that the ♗c5 lacks a square to retreat.

25 ... ♗a7

25...♗b6?! 26 b5 (Kasparov) with the idea 26...a5? 27 b4 axb4? 28 ♗a8+ and the ♗h8 gets lost. Now you can understand the subtle point of 23 ♗c1: If White had chosen 23 ♗d2 instead, Black could play the intermediate move 26...♗hd8 before taking on b5.

26 b5

After an exchange on a6 Black will be left with a weak ♖a6 whereas White will get a passed pawn on the c-file. White has a small but distinct advantage.

26 ... ♗hd8

As compensation for his weakened pawn structure Black occupies the d-file. The ♗c1 has to watch the d2 square, therefore the rooks are disconnected. How can White go on and make use of his structural advantages?

27 ♗a2!

Kasparov answers the question: The text move prepares b2-b3 and

♖d2. White has to exchange one pair of rooks to lessen the pressure along the d-file. Then White can put his bishop to d2 and the remaining rook might pressurize against the ♖a6 or the kingside. Furthermore you should pay attention to the fact that White doesn't hurry to take on a6 as Black hasn't any constructive move. After 27 bxa6?! bxa6 28 ♖a2 Black might go 28...♙b7.

27 ... ♙b8

What else ?

28 bxa6 bxa6

29 b3 ♙b7?

Ignoring the white threat. Black absolutely has to avoid an exchange of rooks. For that purpose 29...♖b6 30 ♖b2 a5 (Kasparov) is a reasonable choice. The ♖b2 is forced to fulfil defensive tasks. After 31 ♖d1 Black should not play 31...♖xd1 32 ♙xd1 as then White can play ♙c2 and ♖a2, attacking the ♖a5. Better is 31...♖c8, after which Black's activity is enough to keep the balance. He should be able to exchange the ♖a5 for either the ♖b3 or ♖c3.

30 ♖d2! [31.6]

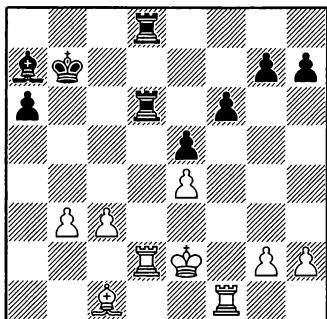


Diagram 31.6
Black to move

Exchanging rooks increases White's advantage.

30 ... ♙c6

After 30...h5 (to stop g2-g4) White can provoke a weakening at the kingside by 31 ♖f3 and ♖g3 or ♖h3.

31 ♖xd6+ ♖xd6

32 g4

Now Black's kingside majority is tied down.

32 ... ♖d7

33 ♙d2 ♙b6

34 ♖a1 ♙b7

This move allows White to fix the ♖a6. Kasparov gives 34...a5 35 h4 "with a clear white advantage". As in the game White proceeds with h4-h5 and possibly h6. Black has the option of playing ...♖b7, but this is to no avail, e.g. 35... ♖b7 36 ♙d3 ♙c7 37 ♙c2 threatening 38 c4.

35 h4 ♖d8

36 h5 ♖d6

37 ♙e1 ♙c7

38 b4 ♙b6

39 ♖a2

Here the transition to a bishop ending has to be assessed: 39 ♖d1 ♖xd1 40 ♙xd1 ♙c6 41 c4 [31.7]

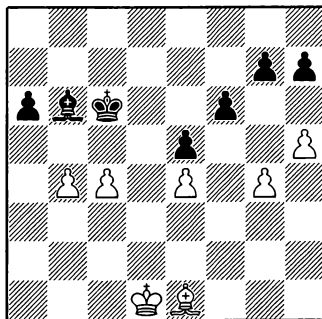


Diagram 31.7
Black to move

If Black remains passive he loses: 41...♙d4 42 ♖c2 ♗e3 43 ♜b3 ♙d4 44 ♜a4 ♙b6 (else 45 ♜a5 and c4-c5-c6) 45 b5+ axb5 46 cxb5+ ♜b7 (46...♜c5 47 ♙f2+, 46...♜c7 47 ♙a5) 47 ♙a5 ♙c5 48 ♜b3 and the white king enters the enemy kingside. Therefore Black has to go for activity as is shown by Kasparov: 41...♜d7 42 ♖e2 ♖e6 43 ♙f2 ♙c7 (43...♙xf2? 44 ♜xf2 g6 45 h6! f5 46 exf5+ gxf5 47 g5 and White wins) 44 b5 axb5 45 cxb5 g6 46 ♙a7 gxh5 47 gxh5 ♙d6! (otherwise 48 b6) 48 b6 ♙c5 49 ♜d3 f5 50 ♜c4 ♙f2 51 ♜b5 fxe4 52 ♜a6 ♙xb6 53 ♙xb6 h6 54 ♙e3 ♜f5 and Black captures the last white pawn. That's why White doesn't hurry to exchange rooks and seeks to improve his position instead. For instance, if Black is forced to play ...h7-h6 the transition to the bishop ending wins as Black then can't dissolve the kingside.

- | | | |
|----|------|-----|
| 39 | ... | ♙c6 |
| 40 | ♙a1 | ♙d6 |
| 41 | ♙d2 | ♙d7 |
| 42 | ♙f1? | |

Kasparov throws away a large part of his advantage. He wants to play h5-h6, but he allows ...a6-a5. The immediate 42 h6 is better. Kasparov gives some lines which however have to be supplemented:

I) 42...g6 43 ♙f1 ♙d8 44 ♙e3 ♜c6 45 c4! (White can sacrifice his queenside if he gets the ♔h7 in return) 45...♙b7 46 ♙d1! ♙e7 (46...♙c7 47 ♙a1 ♙xb4 48 ♙xa6+ ♜b7 49 ♙xf6 ♙xc4 50 ♙f7) 47 ♙a1 ♙xb4 48 ♙xa6+ ♜d7 49 ♙a7+ ♜d8 (49...♜e6? 50 ♙xe7+) 50 ♙a8+ ♜d7 51 ♙h8 ♜e6 52 ♙xh7 ♙xc4 53

♙g7 ♙c8 54 ♙xg6 (54 h7 is less convincing: 54...♙h8 55 ♜d3 ♙d8+ 56 ♜c4 ♙c8+ 57 ♜b5 ♙b8+ 58 ♙b6 ♙h8 59 ♙c5 ♙xc5 60 ♜xc5 [31.8]).

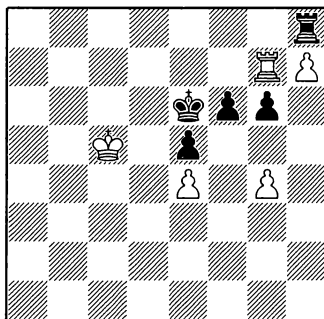


Diagram 31.8
Black to move

Kasparov considers this position to be winning. But after 60...g5 I don't see how White makes progress, e.g. 61 ♜c6 ♙c8+ 62 ♜b7 ♙h8 63 ♜c7 ♙a8 64 ♙g8 ♙a7+) 54...♜f7 55 ♙g7+ ♜f8. Kasparov ends this line with the assessment "clear white advantage", but in my opinion White even wins after 56 ♙h7, e.g. 56...♙c2+ (56...♙d8 57 g5 fxg5 58 ♙xe7) 57 ♜d3 ♙h2 58 ♜c4 (the white king enters the enemy camp) 58...♙a3 (58...♙h3 59 ♜d5 ♙xe3 60 ♜e6 ♜g8 61 ♙xe7 ♙xe4 62 ♙g7+ ♜h8 63 ♜xf6) 59 ♜d5 ♜g8 60 ♙g7+ ♜h8 61 ♙a7 ♙b4 62 g5 fxg5 63 ♙xg5 ♜g8 64 ♜e6 ♙f8 (else ♜f6-g6) 65 ♙a8 and ♙e7.

Kasparov only considers 42...g6, but

II) 42...gxh6 deserves attention as well. After this move Black's pawn structure is in ruins, but on the other

hand he eliminates the dangerous h-pawn and makes ...♖g7 possible. Owing to his “bad” ♗b6 Black can protect the ♕f6 while the “good” ♗d2 can’t support the pawns on e4 and g4. After 43 ♗xh6 ♖c7 44 ♗d2 ♖g7 45 ♗f3 ♖d7 or 43 ♖f1 ♗d8 44 ♗xh6 ♗c6 followed by ...a6-a5 or ...♗b5-c4 Black puts up a stiff resistance. White still has to prove the win.

42 ... ♗c6?

Black ignores the chance. After 42...a5! 43 h6 axb4 44 cxb4 ♗d8 (Kasparov) Black dissolves the queenside under favourable circumstances. He shouldn’t lose then.

43 c4!

White attacks on both wings. It’s another drawback of 42...♗c6? that in some lines the ♕f6 can be taken with check.

43 ... ♗d4

Allowing a forced win, but alternatives aren’t really better:

I) 43...♖d4 44 h6 ♖xe4+ (44...gxh6 45 ♖xf6+ ♗b7 46 ♖xb6+ and ♗e3) 45 ♗f3 (Kasparov) and hxg7.

II) 43...h6 44 ♖a1 ♖d4 (44...♗b7 45 ♗c3 followed by ♖d1 is hopeless as the kingside is fixed) 45 c5! ♗c7 46 ♖xa6+ ♗b7 47 b5 ♖xe4+ 48 ♗f3 ♖d4 49 c6+ ♗b8 50 b6 ♖xd2 51 ♖a8+! ♗xa8 52 bxc7 (Kasparov), and the pawn promotes.

44 h6 ♗b7

45 c5! a5

46 ♖c1! ♖c7

Or 46...♗c6 47 b5+! ♗xb5 48 c6 ♖c7 49 hxg7 (Kasparov).

47 c6+ [31.9] 1-0

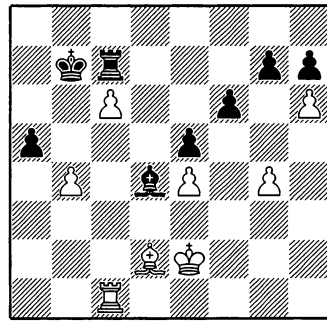


Diagram 31.9

Black to move

Black can’t stop all the white pawns. Except for the mistake on move 42 Kasparov played very forcefully, especially the moves 23 ♗c1!? and 27 ♖a2! are remarkable.

As a comparison the training game Arnd Lauber - Mikhailjo Prusikhin is interesting. The game started at position 31.5 with one hour per player: 25 b4 ♗a7 26. b5 h5?! (Black stops g2-g4 but refrains from occupying the d-file) 27 ♖d1?! (Better is 27 bxa6 bxa6 and only then 28 ♖d1 as will become apparent) 27...♖xd1 28 ♗xd1 ♖d8+ 29 ♗e2 ♖d6 30 bxa6 [31.10]

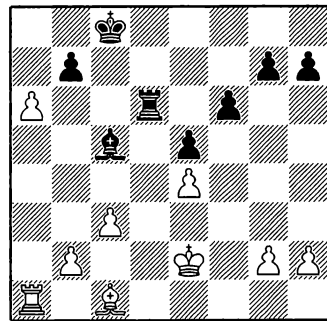


Diagram 31.10

Black to move

30...bxa6?! (Here 30...♖xa6 31 ♖xa6 bxa6 is the correct choice. Black quickly plays ...♔d7-e6 followed by ...g7-g6 and ...f6-f5. He shouldn't lose the bishop ending then. As Kasparov-Gelfand showed it's desirable for White to keep precisely one pair of rooks on the board while Black prefers to exchange either all rooks or no rooks) 31 ♖d2 ♔b7 32 ♜f1?! (White plans ♜f3-h3, but better is 32 b4 to fix the ♖a6) 32...a5 33 ♜f3 a4 34 ♜h3 g6 35 ♜g3 f5? (Loses a pawn. 35...g5 is better, even though the f5 square is weakened) 36 exf5 gxf5 37 ♜g5 ♜f6 38 ♜xh5 ♔c6 39 ♜h4? (A strange oversight. White saw that 39 ♜h6 wins but wanted to provoke the advance of a pawn first) 39...f4 (But now the diagonal c1-h6 is closed. Black gets heavy counterplay) 40 ♜h7 ♖c5 41 ♜h5 e4 42 ♜e5 f3+ 43 gxf3 exf3 44 ♔f1 ♖d6 45 ♖e3 ♖xe3 46 ♜xe3 ♜d2 47 ♜e4 ½-½.

Endgame 32

L.Keitlinghaus-C.Lutz
 German championship 1997
 Unpublished.

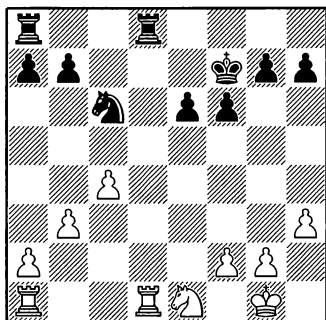


Diagram 32.1
Black to move

Black to move has a slight edge (weak squares d4 and b4, better king). How does he continue?

Commentary

23 ... g5!

For a brief moment I considered 23...♔b4 to play against the weakened queenside after 24 a3?! ♔c6. But after 24 ♔f1 Black has no threat (24...♜xd1 25 ♜xd1 ♔xa2? 26 ♜d7+). Thus I came to the conclusion that I have to push my majority on the kingside. 23...e5?! 24 ♔c2 only weakens the d5 square, 23...h5?! or 23...f5 allow 24 h4. That's why the g-pawn has to advance.

24	♔f1	h5
25	♔c2	f5
26	♔e2	♔f6
27	♜xd8	♜xd8
28	♜d1	♜xd1
29	♔xd1	♔e5

29...h4!/? has to be considered as well.

30	♔d2	♔d4
31	♔e1	♔d6
32	b4	e5 [32.2]

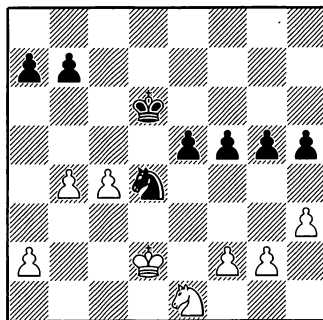


Diagram 32.2
White to move

Black has the better chances because of his advantage in space. Nevertheless the game ended in a draw.

Endgame 33

G.Kamsky-M.Illescas Cordoba
Las Palmas 1994

Earlier publication: *Informant 60/73*
(M.Illescas Cordoba)

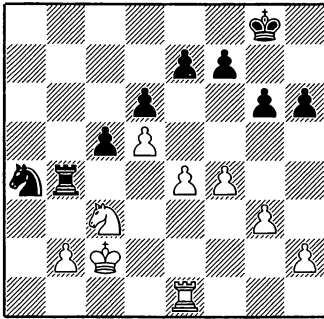


Diagram 33.1
White to move

The ♖b2 is under attack. How should White react?

Commentary

34 ♖d1!

It is important to keep the knight. The black knight can be driven back with b2-b3. 34 ♖xa4? ♜xa4 leads to a clear black advantage (Illescas Cordoba). White is tied to the defence of the pawns on b2 and e4. Black can start an attack with either ...♙g7 and ...g6-g5 or ...♞d4 and ...f7-f5. 34 b3? ♜xc3 leads to the same problems for White.

- | | | |
|----|-----|-----|
| 34 | ... | ♙g7 |
| 35 | b3 | ♜b6 |
| 36 | ♖c3 | |

Now the difference is obvious: The white knight can support the defence while the black knight has no active purpose.

- | | | |
|----|-----|----|
| 36 | ... | c4 |
| | ½-½ | |

After the exchange of the weak b-pawn neither side can win.

Endgame 34

V.Kramnik-C.Lutz
German league 1994

Earlier publications:
Informant 60/444 (V.Kramnik),
Practical Endgame Play
(N.McDonald)

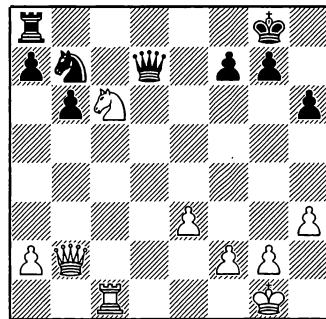


Diagram 34.1
White to move

Analyse the game.

- 27 ♞d4 ♖c5 28 ♞xd7 ♖xd7 29 ♞d1 ♖c5 30 g4 g6 31 ♙g2 ♙g7 32 ♞d2 a6 33 ♞d6 ♞c8 34 ♖d4 b5 35 h4 b4 36 ♞b6 a5 37 ♞b5 ♖d3 38 ♞xa5 ♖e1+ 39 ♙g3 ♖c2 40 ♖b3 ♖a3 41 ♞a4 ♞c4 42 ♖d4 ♖c2 43 ♖f3 ♞c5 44 ♞a7 g5 45 h5 ♙g8 46 ♖d2 ♖a3 47 ♖e4 ♞c2 48 ♞b7 ♞xa2 49 ♞xb4 ♞c2 50 ♞b6 ♙h7 51 ♞b7 ♙g8 52 ♖d6 ♞c6 53 ♖xf7 ♖c4 54 ♞d7 ♞f6 55 ♞d4 1-0

Commentary

In the present game I had the black pieces against Vladimir Kramnik. I managed to survive both the opening as well as the middle-game without serious damage. In the diagrammed position White has no structural advantage, he only has an active knight on c6 to the good. And even this advantage will be gone if Black comes to play ...♭c5. However, Kramnik keeps the initiative alive and gradually increases his advantage.

27 ♖xd4

The only move to create problems, otherwise Black plays ...♭c5.

27 ... ♭c5?

Black allows an exchange of queens as he underestimated the dangers of the resulting endgame. He has two other possibilities:

I) 27...♖xd4?! 28 exd4 “and White has the initiative” (Kramnik). Indeed, thanks to his better pieces White enjoys a small advantage, e.g. 28...♭d8!/? (28...♭d6!/? with the idea of 29 ♭e5 ♖c8) 29 ♭b4 (29 ♭e7+ ♖f8 30 ♖c8? ♖xc8 31 ♭xc8 ♭c6 32 d5 ♭b4 is only good for Black) 29...♭e6 30 d5 ♭c5 31 ♭c6 (31 d6 ♖d8) 31...♖f8 32 g4!/? (32 ♖e1 a6 33 ♖e7? ♖d8! 34 ♖xf7+ ♖xf7 35 ♭xd8+ ♖e7 36 ♭c6+ ♖d6) 32...a6 33 ♖g2!/? followed by ♖f3. All white pieces are more active than their black counterparts.

II) The correct choice is to avoid an exchange of queens by means of 27...♖e6! (Kramnik). After 28 ♖c4 ♖e8 there follows ...♭c5 and the ♭c6 has to retreat. Then White isn't better at all.

28 ♖xd7

♭xd7

29 ♖d1 [34.2]

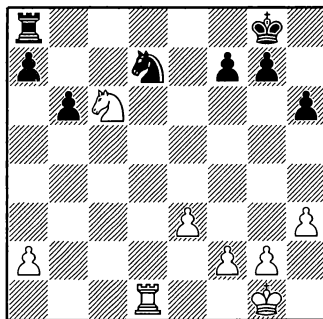


Diagram 34.2

Black to move

The assets of White's position become plainly visible: While the rook dominates the d-file, the knight resembles a giant octopus: it reaches for the squares a7, b8, d8, e7 and (owing to the fork on e7) to c8. When I played 27...♭c5 I expected to drive away the knight without too many problems. But I was wrong.

29 ...

♭c5

On c5 the black knight has a stable post and might turn to e4 or a4. The drawback is that the c-file is closed for Black's rook. 29...♭f6!/? deserves attention as well:

I) During the game I considered 30 f3 intending e3-e4-e5 to be the strongest move. But Black can defend: 30...♖f8 31 e4

A) 31...a6 32 e5 ♭g8 (or 32...♭e8 33 ♖d7) 33 ♖d6 b5 34 ♖f2 ♭e7 35 ♭d4 gives White a clear advantage due to his active pieces.

B) 31...♖c8! (Black has to strive for activity) 32 ♭xa7 ♖c2! (With the threat ...♭h5-f4. 32...♖a8? 33

♖c6 ♙xa2 34 ♜d8+ ♜e8 35 ♚b8 ♚b2 36 e5 gives White a clear advantage) 33 a4!? ♜h5 34 ♜f1 ♜f4 35 ♜f2 ♜xf2 36 ♜xf2 ♜d3+ 37 ♜e3 ♜c5 followed by ...♜xa4 and Black has no more problems.

II) 30 g4! is more accurate. White activates his king via f3. 30...♜f8 31 ♜g2

A) 31...♜c8 32 ♜xa7 ♜c2 (or 32...♜a8 33 ♜c6 ♙xa2 34 ♜d8+ ♜e8 35 ♚b8 ♚b2 36 e4 f6 37 ♜d4) 33 ♜f3! ♜xa2 34 ♜d8+ ♜e8 (or 34...♜e7 35 ♜c6+ ♜e6 36 ♜d4+ ♜e7 37 ♚b8) 35 ♜b5 and Black's pieces are completely tied down.

B) 31...a6!? 32 ♜d6 h5!? (32...b5 33 ♜f3) 33 ♜f3 (33 g5? ♜e4 34 ♜d5 ♜c8 and ...♜c3) 33...hxg4+ 34 hxg4. Black has problems in view of g4-g5.

30 g4! [34.3]

White kills two birds with one stone: On the one hand he gains space on the kingside before Black sets up his pawns at f7, g6 and h5. On the other hand the ♜g1 can be centralized via g2 and f3. White has a slight but distinct initiative.

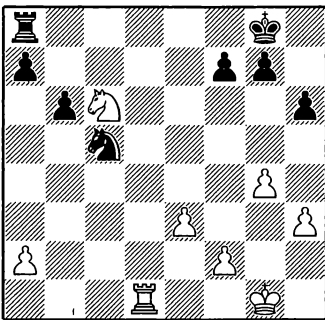


Diagram 34.3
Black to move

30 ... g6!?

Both Kramnik and McDonald give a question mark to this move since it weakens the kingside. After a possible h4-h5 the pawns on g6 and h6 might become vulnerable. In my opinion the commentators overestimate the strategical drawbacks of 30...g6. With the given material balance (♚+♜ v ♚+♜) activity and co-ordination of the pieces are at least as important as strategical features. Therefore 30...g6!? shouldn't be criticized: It prepares ...♜g7 to avoid the fork ♜e7+. The real error occurs some moves later. Let's look at the alternatives :

I) 30...♜c8?? 31 ♜e7+ is out of question. The same goes for

II) 30...b5? 31 ♜d5 (McDonald).

III) 30...a5 (intending 31 ♚b1 ♜a4) is suggested by McDonald. But after 31 ♜g2!? ♜f8 32 h4 ♜c8 33 ♜a7 and ♜b5 it isn't clear what Black attained apart from weakening his queenside.

IV) 30...♜f8!? "with a slight white advantage" according to Kramnik. McDonald takes a closer look at the position and comes to the conclusion that Black still has problems: 31 ♜g2

A) 31...♜c8? 32 ♜xa7 ♜a8 33 ♜c6 ♙xa2? 34 ♜d8# (McDonald)

B) 31...♜e8 32 h4 ♜e6 (32...♜c8? 33 ♜xa7) 33 h5 ♜d8 (or 33...♜c8 34 ♜d6 ♜c7 35 f4 with the idea of f4-f5) 34 ♜d4 and ♜f5, with a clear edge according to McDonald.

C) 31...a6 looks better. 32 ♜d6 (32 ♜f3 ♜c8 33 ♜d6? ♜b7) 32...b5! (planning ...♜e4) 33 ♜f3 (33 ♜d4 b4 and ...a6-a5, ...♜a4-c3) 33...♜b7 34 ♜d7 ♜c5 35 ♜d5 (35 ♜c7 ♜e6

36 ♖b7 ♘c5 37 ♙e7? ♚c8) 35...♗a4! 36 ♙d6 (36 a3 ♘b6 37 ♙d6 ♘c4, 36 ♘e5 ♗e7! 37 ♙d7+? ♗e6 38 ♗f4 g5+ 39 ♗e4 ♘c5+) 36...♘c3 37 a3 ♘b1 38 ♙d3 ♚c8 with counterplay. Perhaps White should prefer 34 ♙d5 ♚c8 35 ♘d4 with an initiative, he might play a later h3-h4-h5 and ♘f5.

31 ♖g2 ♖g7

Now ...♚c8 is a threat.

32 ♙d2!

Kramnik played this rather quickly, obviously he saw through Black's intentions. The text protects the ♗a2, for that reason 32...♚c8? isn't feasible. Prophylactic moves like 32 ♙d2! can be highly unpleasant as they disturb the flow of the opponent's play. Indeed, over the next three moves Black misses his chances to equalize the game. For that he should have ventured on tactical complications.

32 ... a6

Black renews the threat of ...♚c8, but softens up his queenside. 32...♗e4! is more active: 33 ♙d7 (Not 33 ♙d4 when the black knight may turn to c3, c5 or f6. Kramnik thinks the white position is clearly advantageous in view of the weak ♗f7. But Black has a hidden tactical solution) 33...♚c8!

I) 34 ♘xa7 ♚c2 or

II) 34 ♘d4 a6 followed by ...♘c3 don't pose any problems.

III) 34 ♘d8 leads to a repetition of moves after: 34...♘c5 35 ♙xf7+ ♗g8 36 ♘b7! ♚b8 (36...♗xf7? 37 ♘d6+) 37 ♘d6 ♙d8 38 ♙f6 ♗g7 39 ♙f7+ ♗g8.

IV) 34 ♘e5 is the critical continuation. After 34...♚c2? 35 ♙xf7+

White protects ♗f2, but after 34...♗f6! [34.4]

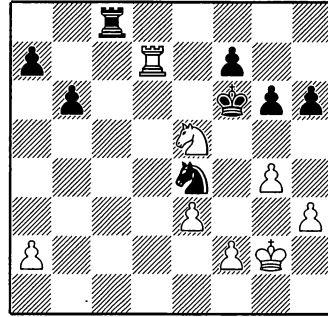


Diagram 34.4
White to move

Black is OK:

A) 35 ♘xf7 ♚c2 36 ♗f3 ♘d2+ 37 ♗g3 (37 ♗f4 g5+, 37 ♗e2 ♘e4+ 38 ♗d3? ♙d2+) 37...♘e4+ with a perpetual check as 38 ♗f4? ♘c5 39 ♙xa7 ♙xf2+ 40 ♗g3 ♘e4+ 41 ♗h4 g5+ 42 ♗h5 ♙h2 even wins for Black.

B) 35 ♗f4 ♚c2+ 36 ♗f3 (36 ♗f1 ♙xa2 cuts off the white king) 36...♘d2+ 37 ♗g3 (37 ♗e2 ♘c4+ 38 ♗d3 ♘xe5+ 39 ♗xe5+ ♗e6! 40 ♙d6+ ♗xe5) 37...♗f1+. Once again White has to agree to a draw because 38 ♗h4 ♘xe3 39 ♙xf7+ ♗e6 40 ♙xa7 ♚c3 isn't worth it. Tactical turns like this are quite typical for the combination of rook and knight. The white pieces seem to cooperate well, but after the surprising 34...♗f6! the black pieces are no less effective.

33 ♙d6

White points his rook to the enemy queenside.

33 ...

♚c8

Black wants to get rid of the ♖c6, but the knight intended to return to d4 in any case. There were two possibilities to get a reasonable position:

I) 33...b5!? (pushing the queenside majority)

A) 34 h4 (allowing Black's knight to harass White's rook) 34...♞e4 35 ♜d7 (35 ♜d4 ♞c3 and ...♞c8) 35...♞f6 36 ♜d4 ♞c8 with counterplay.

B) 34 ♜d5 ♞e4 (threatening ...♞c3) 35 ♜d7 ♞c5 36 ♞c7 (36 ♞e7 ♞c8 37 ♞e5? ♞f6) 36...♞e6 37 ♞b7 (37 ♞e7 ♞c8) 37...♞c5. Once again the knight chases the rook.

C) 34 ♞f3 ♞b7 35 ♜d5 (35 ♜d7 ♞c5 36 ♜d5 ♞a4!?) 35...♞c8 36 ♞d4!? (36 ♞e5 ♞c5!?) with the idea of 37 ♞e4 ♞c2) 36...♞c4!? followed by ...♞a4.

D) 34 ♞d4. We reach the same position as in the game without Black having played ...♞c8. This is to his advantage since he can make better use of this tempo. On a8 the rook supports the queenside pawns. After 34...b4 Black creates active play, e.g. 35 h4 (35 ♞b6 a5 and ...♞a4-c3) 35...a5 36 h5 gxh5 37 gxh5 a4 38 ♞f5+ ♞g8 39 ♞xh6+ ♞f8 [34.5]

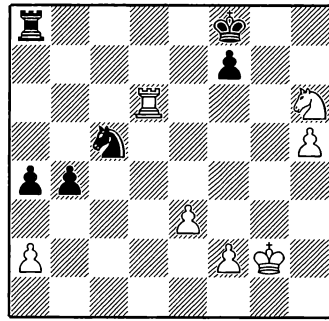


Diagram 34.5
White to move

... followed by ...a4-a3 and/or ...b4-b3.

If you watch closely the lines starting with 32...♞e4, you will certainly find

II) 33...♞e4!. After 34 ♜d7 ♞c8 we reach the same position as after 32...♞e4 33 ♜d7 ♞c8, but with the a-pawn on a6. This difference is unimportant, Black keeps the balance.

34 ♞d4 b5?

Now Black's pieces are completely misplaced: The ♞c8 is blocked by the ♞c5 which can't move in view of the vulnerable ♖a6. White has a great advantage. The active 34...♞a4 is better, by planning ...♞c3-a3xa2 Black seeks to justify 33...♞c8. This manoeuvre not only nets a pawn, Black also creates threats against f2. Some exemplary lines: 35 h4 ♞c3 36 h5 ♞a3 37 hxg6 fxg6 38 ♞e6+ (38 e4 ♞xa2

39 e5 ♖c5 40 ♙xb6 ♘d3) 38...♙f7
 39 ♘f4 g5 40 ♘d5 ♙xa2 41 ♙xh6
 (41 ♘xb6 ♘xb6 42 ♙xb6 ♙g7 is a
 draw) 41...♘c5 42 ♙xb6 ♘e4 and
 Black is out of trouble.

35 h4! [34.6]

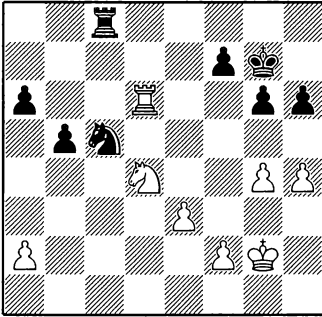


Diagram 34.6
 Black to move

White is ready to play h4-h5. The white rook is ideally placed along the sixth rank, it attacks both queen-side (♗a6) and kingside (♗g6, ♗h6).

35 ... b4

Black loses a pawn, but there is no real alternative:

I) 35...a5 36 ♘xb5 ♙b8 37 ♘c3 ♙b2 38 ♙d5 (Kramnik) loses a pawn under even less favourable circumstances.

II) 35...♙c7 36 h5 ♙h7 37 f3 followed by ♙g3, hxg6 and ♘e2-f4 lets White execute his kingside attack without any disruption.

36 ♙b6 a5
 37 ♙b5 ♘d3

Black's knight enters the white camp to create some confusion. Black aims to liquidate the knights and the queenside pawns. An ending "4♗ v 3♗ on the kingside" offers

good defensive chances with rooks only. But the presence of knights (with or without rooks) makes the defence of such an ending highly difficult.

I) 37...♘e6 immediately forces the knights off, but after 38 ♘xe6+ fxe6 39 ♙xa5 White wins due to the shattered black kingside. As a point of reference I give the course of the well-known rook ending A.Karpov-V.Hort (Waddinxveen 1979) [34.7]:

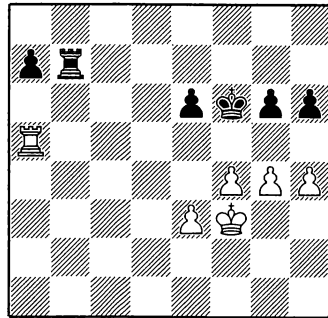


Diagram 34.7
 White to move

Black loses though he isn't even a pawn down: 37 h5 g5 38 ♙a6 gxf4 39 exf4 ♙b3+ 40 ♙g2 ♙b7 41 ♙g3 ♙f7 42 ♙a4 ♙g7 43 g5 ♙c7 44 ♙a5 ♙g8 45 ♙b5 ♙f7 46 ♙g4 a6 47 ♙b8 ♙c1 48 g6+ ♙g7 49 ♙b7+ ♙f8 50 ♙b6 ♙g1+ 51 ♙f3 ♙f1+ 52 ♙e4 ♙e1+ 53 ♙d4 ♙e7 54 ♙xa6 ♙f6 55 ♙a7 e5+ 56 fxe5+ ♙xe5 57 ♙a6+ 1-0. A detailed analysis of this ending can be found in Jan Timman's *The Art of Chess Analysis*.

II) 37...b3!? is another try. 38 ♘xb3 (38 axb3 a4 39 bxa4 ♘xa4 lets Black liquidate the queenside, but things remain difficult after 40

h5 ♖c5 41 ♜b6) 38...♗xb3 39 ♜xb3 (Not 39 axb3? ♜a8 followed by ...a5-a4 and Black has serious drawing chances) 39...♞c4 40 ♖g3. The presence of the a-pawns renders Black's position cheerless. After suitable preparation White's king will advance to the queenside.

38 ♜xa5 ♗e1+
39 ♖g3 ♗c2
40 ♗b3?!

A slight inaccuracy. Obviously White avoids an exchange, but better is 40 ♗f3!. White plans ♜a6 followed by h4-h5 and ♗h4, have a look: 40...♞c3 (threatening ...♜a3) 41 ♗e5! (attacking f7) 41...♖f6 (41...♜a3 42 ♜xa3 bxa3 43 ♗d3! is given by Kramnik. White's king will win the stray ♗c2. After ...♗a1 White has ♗b4) 42 ♖f4 g5+ 43 hxg5+ hxg5+ 44 ♖e4 (Kramnik). Black is without a defence against the double threat of ♜a7 and ♜a6+, ♖f5.

40 ... ♗a3
41 ♜a4 ♜c4

41...♞c2? 42 ♜xb4 ♜xa2 43 ♜a4 leads to a deadly pin.

42 ♗d4!

After some thought Kramnik corrects his mistake. The knight is needed at the kingside.

42 ... ♗c2
43 ♗f3 ♜c5

After 43...♞c7 there follows 44 ♜a6 and h4-h5, ♗h4. 43...♞c3 will be answered by 44 ♗e5!, in analogy to the line 40 ♗f3 ♞c3 41 ♗e5. It doesn't make a difference that White's rook is on a4.

44 ♜a7 g5?

The final mistake. Black stops g4-g5, but by doing so he weakens himself even further. After 44...♗a3 I feared 45 g5 h5 46 ♗d2 [34.8].

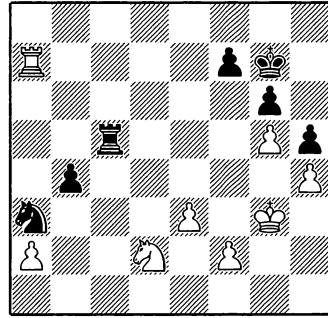


Diagram 34.8

Black to move

White threatens mate with ♗e4-f6 and ♜a8. McDonald now analyses

I) 46...♞e5 47 ♜b7 and

II) 46...♞c2 47 ♗e4 ♖f8 (47...♜xa2 48 ♗f6 b3 49 ♜a8) 48 ♜b7 ♜xa2 49 ♜xb4 ♗c2 50 ♜b7 followed by ♗d6. White has a decisive edge in both cases.

III) 46...♗b5 is strongest. 47 ♜a5 (after 47 ♞d7 ♗c3 or 47 ♜b7 ♗c3 48 ♜xb4 ♗xa2 49 ♜b7 ♗c3 White's knight doesn't get to e4) 47...♞c2 (47...♞d5 48 ♗e4 ♗c3 49 ♜xd5 ♗xd5 50 ♖f3 and the white king marches to c4) 48 ♗e4 (48 ♜xb5 ♜xd2 49 ♜xb4 ♜xa2 isn't convincing either) 48...♗c3 with counterplay as 49 ♗f6? ♜xa2 is impossible. That's why White should play differently, e.g. 46. ♗d4 ♖f8 47 ♜b7. He keeps a large advantage, but he hasn't won yet.

45 h5 [34.9]

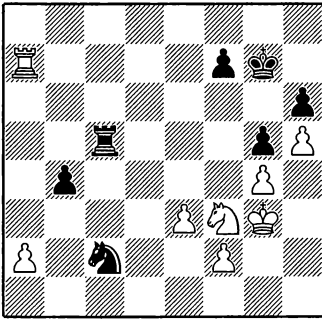


Diagram 34.9
Black to move

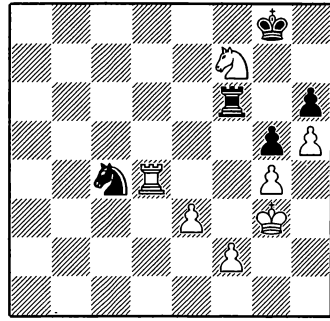


Diagram 34.10
Black to move

In view of the awkward weakness on f5 the game is decided.

- 45 ... ♔g8
 46 ♖d2 ♗a3
 47 ♗e4 ♞c2
 Or 47... ♞c6 48 ♞b7.
 48 ♞b7 ♞xa2
 49 ♞xb4

Black has managed to exchange the queenside pawns, but his kingside lacks protection.

- 49 ... ♞c2
 50 b6!

Another subtlety. White occupies the seventh rank with gain of time. 50 ♞b7? ♗c4 is weaker.

- 50 ... ♔h7
 50... ♔g7 51 ♗d6.
 51 ♞b7

51 ♗d6? ♗c4 52 ♞c6 ♗xe3 isn't worth looking at.

- 51 ... ♔g8
 52 ♗d6 ♞c6
 53 ♗xf7 ♗c4
 54 ♞d7 ♞f6
 55 ♞d4! [34.10] 1-0

Now the knight returns into play and White remains two pawns up. After 55... ♗xe3 there follows 56 ♗xh6+.

Endgame 35
C.Lutz-R.Hübner
 German league 1994
 Unpublished.

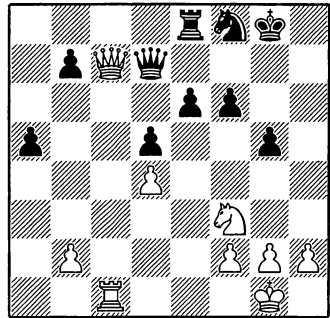


Diagram 35.1
White to move

Analyse the game.

- 30 ♜xd7 ♗xd7 31 ♞c7 ♗f8 32 h3 b5 33 ♞a7 a4 34 ♞b7 ♞c8 35 ♞xb5 ♗g6 36 g3 ♗e7 37 ♞b7 ♗f5 38 ♗h2 ♗d6 39 ♞d7 ♗e4 40 ♗g4

♙c1+ 41 ♖g2 ♙c2 42 ♙b7 f5 43
 ♙b8+ ♖g7 44 ♙b7+ ♖f8 45 ♖e5
 ♖xf2 46 ♖g6+ ♖e8 47 h4 ♖e4+ 48
 ♖g1 ♖xg3 49 hxg5 ♖e4 50 ♙b8+
 ♖d7 51 ♖f8+ ♖c7 52 g6 ♖xb8 53
 g7 ♖f6 54 ♖d7+ ♖b7 55 ♖xf6
 ♙c8 56 g8=♙ ♙xg8+ 57 ♖xg8 ♖c6
 58 ♖f6 ♖b5 59 ♖d7 ♖c4 60 ♖b6+
 ♖xd4 61 ♖xa4 ♖c4 62 b3+ ♖b4
 63 ♖f2 d4 64 ♖e2 ♖xb3 65 ♖c5+
 ♖c2 66 ♖d3 ♖b3 67 ♖c5+ ♖c2 68
 ♖d3 ♖c3 69 ♖e5 f4 70 ♖d1 d3 71
 ♖f3 d2 72 ♖xd2 ♖d3 73 ♖f3 ♖e3
 74 ♖e5 ♖e4 75 ♖g4 ♖f3 76 ♖e5+
 ♖f2 77 ♖d2 f3 78 ♖d3+ ♖g3 79
 ♖e3 e5 80 ♖f2 ♖g2 ½-½

Commentary

This encounter originates from a team match between SG Porz and Bayern Munich. In the first half of the 1990s Bayern Munich was the dominating team in Germany while my club, SG Porz, usually had to play the part of the “eternal second”. The direct clash of the two teams usually was a tough fight and usually Munich won. But this time things were different...

In the present position White is a pawn down, but he can regain it immediately. The game is about balanced, but I spoil everything.

30 ♙xd7

After 30 ♙xa5 ♙c8 31 ♙d2 the game should end in a draw, but during play I was worried about my pawns. The ♖d4 is isolated and Black has more space at the king-side, that’s the reason why I headed for activity. But it’s only this misguided endeavour that creates real problems.

30 ... ♖xd7

31 ♙c7 ♖f8
 32 h3?!

A rook on an open seventh rank usually combines very well with a knight. Just think of the well-known drawing scheme ♙d7 + ♖f6 v ♖f8: White gives perpetual check by 1 ♖h7+ ♖e8 2 ♖f6+ ♖f8 3 ♖h7+ ♖g8 4 ♖f6+, since 4...♖h8? 5 ♙h7# leads to mate. When playing the text move I had ideas like this in mind. Via h2 and g4 the knight heads for f6. But in positions with rooks and knights one has to watch closely which threats are for real and which are not. One moment the pieces might cooperate nicely, the next moment they are spread haphazardly all over the board. 32 ♙xb7 regains the pawn. After 32...♙c8 33 ♖f1 ♖g6 34 g3 followed by ♖e2 and maybe ♖d2-b3 White’s structural disadvantages (weak pawns on d4 and h2) are counterbalanced by his activity. But in the back of my head there was the famous game Em.Lasker-J.R.Capablanca (World championship La Habana 1921, 10th game) [35.2]:

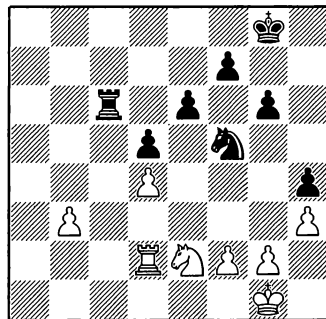


Diagram 35.2
 Black to move

Black won by instructive play:
 35...♖b6 36 ♘d3 ♙a6 37 g4 hxg3 38
 fxg3 ♙a2 39 ♘c3 ♚c2 40 ♘d1 ♘e7
 41 ♘e3 ♚c1+ 42 ♘f2 ♘c6 43 ♘d1
 ♖b1 44 ♘e2 ♙xb3 45 ♘e3 ♖b4 46
 ♘c3 ♘e7 47 ♘e2 ♘f5+ 48 ♘f2 g5
 49 g4 ♘d6 50 ♘g1 ♘e4+ 51 ♘f1
 ♖b1+ 52 ♘g2 ♖b2+ 53 ♘f1 ♙f2+
 54 ♘e1 ♙a2 55 ♘f1 ♘g7 56 ♙e3
 ♘g6 57 ♘d3 f6 58 ♙e3 ♘f7 59 ♘d3
 ♘e7 60 ♙e3 ♘d6 61 ♘d3 ♙f2+ 62
 ♘e1 ♙g2 63 ♘f1 ♙a2 64 ♙e3 e5 65
 ♘d3 exd4 66 ♙xd4 ♘c5 67 ♘d1 d4
 68 ♚c1+ ♘d5 0-1. This game has
 been commentated by several
 authors (e.g. by Shereshevsky in
Endgame Strategy or by Speelman
 in *Endgame Preparation*). Because
 of this example I panicked.

32 ... b5

The doomed pawn comes back to
 live again. 32...♖b8 33 ♘h2 is
 rather passive, for instance 33...f5
 34 ♘f3 ♘h7 35 ♙e7.

33 ♙a7

Only here I realized that my origi-
 nal plan simply doesn't work: 33
 ♘h2 ♘g6 34 ♘g4 ♙e7! 35 ♘xf6+
 (35 ♚c5 f5 and ...♖b7) 35...♘f7
 [35.3]

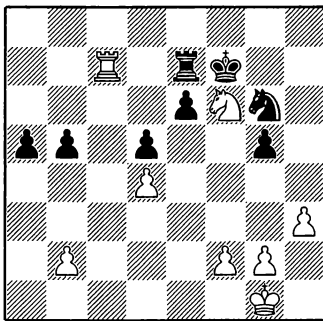


Diagram 35.3
White to move

36 ♙xe7+ (36 ♘d7 a4 37 ♘f1 b4
 followed by ...a4-a3 leaves White in
 a deadly pin). Black is clearly better
 in this knight ending (weak ♘d4,
 dangerous passed pawn at the
 queenside), e.g. 36...♘xe7!? 37
 ♘h7 (or else White loses the ♘d4)
 37...a4 (Black has to give a pawn if
 he wants to make progress, viz.
 37...♘g6 38 ♘f8+ ♘f5 39 g4+ ♘f6
 40 ♘h7+ ♘g6 41 ♘f8+) 38 ♘xg5+
 ♘f6 39 ♘f3 b4 40 ♘f1 a3 41 bxa3
 bxa3 42 ♘d2 a2 43 ♘b3 ♘c6 44
 ♘a1 ♘xd4, and it's questionable
 whether White can draw. When I
 saw 34...♙e7! I immediately dis-
 missed 33 ♘h2. In a practical game
 one shouldn't really bother to calcu-
 late such a line to the end. It's
 enough to understand that the knight
 ending is highly dangerous. The text
 should keep the equilibrium.

33 ... a4

34 ♖b7

Now 34 ♘h2? ♘g6 35 ♘g4 ♙e7!
 is even less desirable.

34 ... ♚c8

35 ♙xb5

Finally White regains the pawn,
 but Black takes over the initiative.

35 ... ♘g6!

This knight is going for a long
 walk.

36 g3
 Against ...♘f4.

36 ... ♘e7
 [35.4]

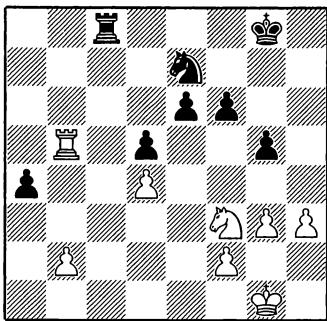


Diagram 35.4
White to move

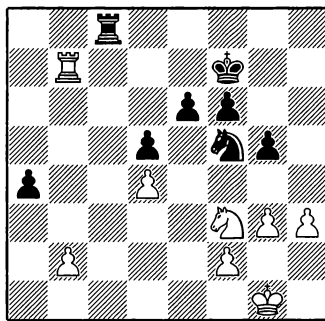


Diagram 35.5
Black to move

37 ♖b7?!

Another impulsive move. Black's knight wanted to go to f5 in any case. 37 ♜f1 is better.

37 ... ♜f5

Black's threat is not only ...♞c4 but mainly ...♞d6-e4, attacking f2.

38 ♜h2?

White is hypnotized by the idea of playing ♜g4, but now Black attains a large advantage.

I) 38 ♞b4 ♞d6 39 ♞xa4 ♞c1+ 40 ♜g2 ♞e4 followed by ...♞c2 leads to the fall of the ♠f2, e. g. 41 ♜h2 ♞c2 42 ♜g4 f5 43 ♞a8+ ♜g7 44 ♞a7+ ♜f8 45 ♞a8+ ♜e7 46 ♞a7+ ♜d8.

II) 38 ♞b6 is correct. Attacking e6 provides White with enough counterplay. 38...♜f7 39 ♞b7+ [35.5] (39 g4?! ♞e7 drives the knight back but weakens the squares h4 and f4, Black has ♞e7-g6-f4)

If Black's knight returns he hasn't achieved anything. Black has to move the king which involves the sacrifice of the ♠e6.

A) 39...♜g6 40 ♞b6 ♞c1+ 41 ♜g2 ♞c2 42 ♞xe6 ♞xb2 43 ♞a6 ♞b4 (43...♞a2 44 ♞e5+, 43...♞e3+ 44 ♜g1) 44 ♞e5+ ♜g7 45 ♞a7+ ♜h6 (45...♜g8 46 ♜g4, 45...♜f8 46 ♞d7+) 46 ♞f7+ ♜g6 47 ♜h8+ with a perpetual check.

B) 39...♜g8 40 ♞b6 ♞c1+ 41 ♜g2 ♞c2 42 ♞xe6 ♞xb2 43 ♞a6 (not 43 ♞xf6 a3 44 ♞xf5 a2) 43...♞a2 44 ♞xf6 ♞e3+ 45 ♜g1 ♞c4 46 ♞a6 a3 47 ♜xg5. White is OK, e.g. 47...♞c2 48 h4 a2 49 ♜g2 ♞d2 50 ♞a8+ ♜g7 51 ♞e6+ ♜f7 52 ♞c5 ♞e4 53 ♞d3 and ♞b4.

38 ... ♞d6

Certainly not 38...♞xd4 39 ♜g4 ♞c1+ 40 ♜g2 f5 41 ♜f6+ ♜f8 42 ♜h7+ ♜e8 43 ♜xg5 and White is out of danger.

39 ♞d7

Now it's too late for an attack against e6, e.g. 39 ♞e7 ♞e4 40 ♞xe6 ♞c1+ 41 ♜g2 ♞c2 42 ♜g4 (42 ♞a6 ♞xf2+ 43 ♜g1 ♞xb2 44

♙xa4 ♘xg3) 42...f5 43 ♖f6+ (43 ♖h6+ ♖h7) 43...♗f7 and Black is winning. 39 ♙b4 can be answered by either 39...♗e4 or 39...♙c4.

- | | | |
|----|-----|------|
| 39 | ... | ♗e4 |
| 40 | ♗g4 | ♙c1+ |
| 41 | ♖g2 | ♙c2 |
- [35.6]

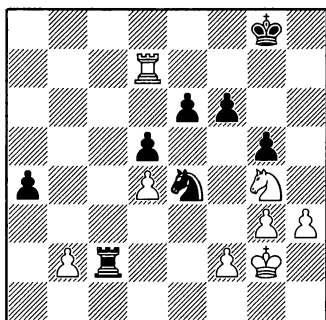


Diagram 35.6
White to move

With time trouble behind me, I had a closer look at the shattered remains of my position. The ♖b2 is under attack and after ...f6-f5 the ♗g4 has to abandon the ♖f2. In short, White has a bad position. In situations like these there is only one strategy: complicate matters and wait for a miracle.

42 ♙b7

After 42 ♙a7 f5 43 ♙a8+ ♖g7 44 ♙a7+ ♖f8 45 ♗e5 ♙xf2+ 46 ♖g1 ♙xb2 47 ♙xa4 ♘xg3 Black enjoys two extra pawns.

- | | | |
|----|------|-----|
| 42 | ... | f5 |
| 43 | ♙b8+ | ♖g7 |
| 44 | ♙b7+ | ♖f8 |

44...♖g6? permits a perpetual check: 45 ♗e5+ ♖h6 46 ♖f7+ ♖h5 47 ♗h8 (threatening mate on h7)

47...♙xf2+ 48 ♖g1 ♖h6 49 ♖f7+ ♖g6 50 ♗e5+.

45 ♗e5

45 ♙b8+ ♖e7 46 ♙b7+ ♖d8 doesn't help: 47 ♗e5 ♘xf2 48 ♖f7+ ♖e8 49 h4 (49 ♘xg5? ♗e4+, 49 ♗d6+ ♖f8) 49...♗h3+! leads to positions similar to those we look at later, but White's knight is worse on f7 than on g6.

45 ... ♘xf2

The next move Black's knight might go to d1, d3, e4 or g4; in each case it's a discovered check. The game attains its climax.

46 ♗g6+

The knight has to avoid an exchange. In a pure rook ending White's tactical possibilities are more reduced.

46 ... ♖e8

[35.7]

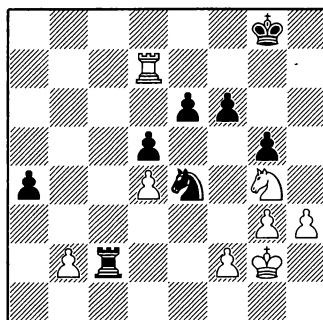


Diagram 35.7
White to move

47 h4!?

By creating a passed pawn White completes the chaos. I couldn't find a direct refutation, thus 47 h4 looked like the best try. During the game I dismissed 47 ♙e7+ ♖d8 48

♙xe6, because the white rook abandons control of the seventh rank in exchange for the unimportant ♖e6. Nevertheless this line isn't clear. In view of the reduced material and the possibility h3-h4 White has drawing chances, e.g. 48...♙xb2 49 ♙a6 (49 ♙d6+? ♖c7 50 ♙xd5 ♗g4+ 51 ♖g1 ♙b1+ 52 ♖g2 ♗e3+) 49...♗e4+ (49...♙a2 50 h4 ♗h3+?! 51 ♖f3) 50 ♖g1 ♗c3 51 h4.

47 ... ♗e4+?

The position is amazingly complicated, it's no wonder that Black goes wrong. I give a small excerpt from the multitude of possible variations, in order of their approximate value (i.e. Black's weakest continuation can be found under I, the strongest under VI).

I) 47...gxf4? 48 gxf4 isn't dangerous; the white king now has access to the squares g3 and f3.

II) 47...♗g4+? fails to impress after 48 ♖g1 gxf4 (48...♗h2 49 ♗e5) 49 gxf4 ♗f6 50 ♙e7+ and ♙xe6.

III) 47...♗d3+? wins the ♖b2, but this isn't enough to win either. 48 ♖g1 ♙xb2 (48...♗xb2 49 h5 gives White a mighty passed pawn, e.g. 49...a3 50 h6 a2 51 ♙a7 ♙c1+ 52 ♖g2 a1=♙ 53 ♙xa1 ♙xa1 54 h7 and White wins. 48...f4 49 gxf4 gxf4 50 ♙e7+ ♖d8 51 ♙f7 ♙xb2 52 h5 a3 53 h6 a2 54 ♙a7 f3 55 h7 ♙g2+ 56 ♖f1 is a draw) 49 ♙e7+ ♖d8 50 h5 a3 (50...♗e1 51 h6 ♗f3+ 52 ♖f1 ♙h2 53 h7 a3 54 ♙a7) 51 h6 a2 52 ♙a7 ♙b1+ 53 ♖g2 a1=♙ 54 ♙xa1 ♙xa1 55 h7 ♗e1+ 56 ♖f2 (56 ♖h3? g4+ and ...♗f3+) 56...♗d3+ 57 ♖g2 with a perpetual.

IV) 47...g4?! 48 h5 ♗h3+ (48...♗d3+ 49 ♖g1, 48...♗d1+ 49

♖g1, 48...♗e4+ 49 ♖g1 ♗xg3 50 h6 ♗e2+ 51 ♖f1 g3 doesn't work on account of 52 ♙b8+ ♖d7 53 ♗e5+ ♖c7 54 h7 ♗f4 55 ♙c8+! ♖xc8 56 h8=♙+ and ♙g7xg3) 49 ♖f1 f4 (49...♗g5 50 h6 ♙h2 51 ♗h4) 50 ♗xf4 ♗xf4 51 gxf4 ♖f8 52 ♙a7 ♙xb2 53 ♙xa4 ♙h2 leads to a rook ending which offers good drawing chances to White.

V) 47...♗d1+ is promising: 48 ♖g1 ♙xb2 (48...♗xb2 leads to line III)

A) 49 ♙a7 ♗c3 50 ♙a8+ (50 h5 ♗e2+ followed by ...♗xg3+ or ...♗f4+) 50...♖f7 51 ♗e5+ ♖f6 and Black wins.

B) 49 ♙e7+ ♖d8

B1) 50 ♙xe6 a3 51 ♙a6 a2 52 h5 ♗e3 53 h6 ♙b1+ 54 ♖f2 (54 ♖h2 ♗g4+ 55 ♖g2 ♙b2+ and ...♗xh6) 54...a1=♙ 55 ♙xa1 ♙xa1 56 h7 ♙h1 57 h8=♙+ ♙xh8 58 ♗xh8 ♗g4+ and ...♖e7-f6(f7) leads to a won knight ending.

B2) 50 h5 50...♗e3 51 ♙xe6 (51 h6 ♙b1+ and ...♗g4xh6) 51...♙g2+ 52 ♖h1 ♙xg3 with a decisive advantage.

VI) 47...♗h3+! [35.8]

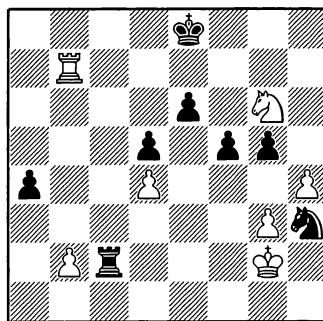


Diagram 35.8
White to move

... is the move I like best. Black is winning:

A) 48 ♖xh3 g4# puts an immediate end to White's suffering.

B) 48 ♖f1 f4 49 gxf4 g4 results in a mating attack: 50 ♖b8+ ♖d7 51 ♔e5+ (51 h5 g3 52 ♔e5+ ♖c7 53 ♖g8 ♖f2+ 54 ♖e1 g2 55 h6 ♖f1+ 56 ♖d2 g1=♚ 57 ♖xg1 ♔xg1 58 h7 ♖f2+ and ...♖h2) 51...♖c7 52 ♖g8 ♖xb2 53 h5 a3 54 h6 a2 55 ♖a8 ♖b1+ followed by ...a1=♚, ...♖xa1 and ...♖a8.

C) 48 ♖h1 f4 49 gxf4 g4 is similar to line B.

D) 48 ♖f3 (the toughest defence) 48...g4+ (48...♖f2+ 49 ♖e3 f4+ 50 gxf4 gxf4+ 51 ♖d3 isn't clear) 49 ♖e3 ♖g2 50 h5 (50 ♖e7+ ♖d8 51 ♖xe6 ♖xg3+ 52 ♖d2 ♖b3 and the g-pawn advances) 50...♖xg3+ 51 ♖d2 ♖b3 52 ♖e7+ (52 ♖xb3 axb3 53 h6 ♔g5) 52...♖d8 53 h6 ♖xb2+ 54 ♖c1 (54 ♖c3 ♖h2 55 ♖g7 ♔g5 56 ♔f4 ♔e4+, 54 ♖d1 ♖h2 55 ♖g7 ♔g5 56 ♔f4 ♔e4+, 54 ♖d1 ♖h2 55 ♖g7 ♔g5 56 ♔f4 a3 with the point 57 ♖xg5 ♖h1+ 58 ♖d2 a2 59 ♖g8+ ♖e7 60 ♖a8 a1=♚ 61 ♖xa1 ♖xa1 62 h7 ♖h1 63 h8=♚ ♖xh8 64 ♔g6+ ♖f6 65 ♔xh8 ♖g7, 54 ♖e3 f4+ 55 ♖d3 ♔f2+ 56 ♖c3 a3 and ...♔e4+, ...♖d2#, 54 ♖d3 ♖h2 55 ♖g7 ♔f2+ 56 ♖e3 ♔d1+ and ...♖xh6) 54...♖h2 55 ♖g7 ♔g5 56 ♔f4 a3 57 ♖b1 (57 ♖xg5 ♖h1+, ...a3-a2) 57...♔e4 58 ♔xe6+ ♖c8 59 ♖c7+ ♖b8 60 h7 g3 [35.9]

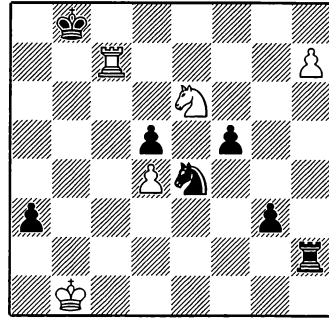


Diagram 35.9
White to move

... and White can't stop both passed pawns.

48 ♖g1

48 ♖f3 ♔d2+ and ...♔c4+.

48 ... ♔xg3

48...g4 leads to line IV, note to Black's 47th move, while after 48...g4 49 g4 ♔g3 50 ♖e7+ ♖d8 51 ♖xe6 ♖xb2 52 ♖a6 ♔e2+ 53 ♖f2 White's active king and the h-pawn secure the draw, e.g. 53...♔xd4+ 54 ♖e3 ♔c2+ 55 ♖f4 a3 56 h5 a2 57 h6 a1=♚ 58 ♖xa1 ♔xa1 59 h7 ♖h2 60 h8=♚+ ♖xh8 61 ♔xh8 d4 62 ♔f7+ ♖c7 63 ♔e5.

49 hxg5 ♔e4 [35.10]

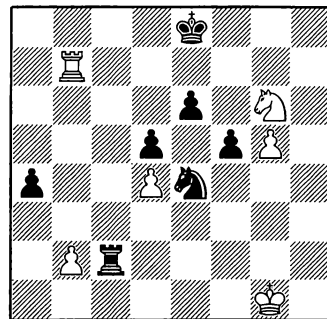


Diagram 35.10
White to move

After 49...♖e2+ 50 ♖f1 ♗xd4 51 ♗f4 White draws thanks to his g-pawn.

50 ♖b8+!

When I saw this move my mood markedly improved. White can draw in brilliant style. 50 ♖e7+?! ♗d8 51 ♖xe6 is at least dubious, e.g. 51...♖xb2 52 ♖a6 ♖a2 53 ♗f4 ♗xg5 54 ♗xd5 a3 55 ♗c3 ♖a1+ 56 ♖g2 (56 ♖f2 ♗e4+ 57 ♗xe4 fxe4 followed by ...a4-a3 and ...e4-e3-e2 loses at once. 56 ♖h2 f4 57 ♗b5 is also bad in view of 57...a2 58 ♗c3 ♖c1 59 ♗xa2 ♖c2+ 60 ♖g1 f3 61 ♗b4 ♖g2+ 62 ♖f1 ♗h3) 56...f4 (56...♗e4 57 ♗d5) 57 ♖a7 f3+ 58 ♖f2 and White scrapes the draw. The text is more straightforward and more elegant.

50 ... ♗d7

50...♖f7 51 ♗e5+ ♖e7 52 ♖b7+ ♗d8 53 g6 troubles Black only.

51 ♗f8+

It is important to block the eighth rank. 51 ♗e5+? ♖c7 52 g6 (52 ♖g8 ♖xb2 53 g6 a3 54 g7 ♗f6 loses a rook) 52...♖xb8 53 g7 ♖c8 stops the pawn.

51 ... ♖c7 [35.11]

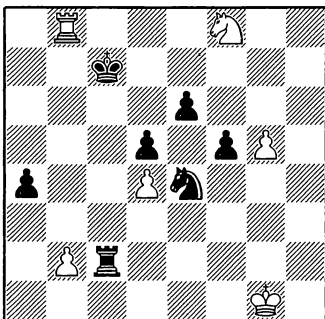


Diagram 35.11
White to move

51...♖e7 isn't better: 52 g6 ♗f6 53 ♗h7 ♗h5 54 ♖b7+ ♗d6 55 g7 ♗xg7 56 ♖xg7 ♖xb2 57 ♖a7 ♖b4 58 ♗g5 ♖xd4 59 ♖a6+. After the gain of the e-pawn White attains the draw quite easily.

But what now? Rook and g-pawn are under attack.

52 g6!

The point. White doesn't care about his rook as the g-pawn wins the race.

52 ... ♖xb8

Checks with the rook (now or one move later) only lead to a repetition: 52...♖c1+ 53 ♖g2 ♖c2+ 54 ♖g1.

53 g7 ♗f6

54 ♗d7+!

After the rook also the knight offers itself.

54 ... ♖b7

55 ♗xf6 ♖c8

56 g8=♖ ♖xg8+

57 ♗xg8 ♖c6

58 ♗f6

Now White even has a nominal material edge, but on account of the threat ...♖b5-c4-b3xb2 he still has to be careful. His knight hurries to capture the ♗a4. If 58 ♖f2? then 58...♖b5 59 ♖e3 ♖c4 intending ...♖b3xb2.

58 ... ♖b5

59 ♗d7 ♖c4

60 ♗b6+

60 ♗f8? ♖b3 61 ♗xe6 ♖xb2 and Black wins.

60 ... ♖xd4

61 ♗xa4 [35.12]

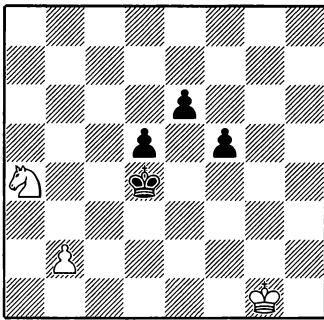


Diagram 35.12
Black to move

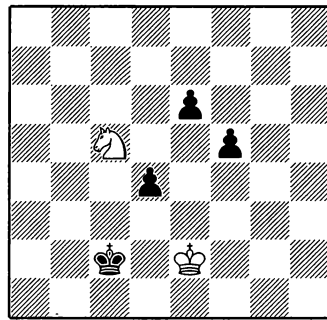


Diagram 35.13
White to move

I had this position in mind when I played 50 ♖b8+. It takes only some circumspection to reach the draw. The b-pawn supports the knight on a4 and limits the mobility of Black's king.

- | | | |
|---------|--------|---------------|
| 61 | ... | ♔c4 |
| 61...e5 | 62 b4 | isn't better. |
| 62 | b3+ | ♔b4 |
| 63 | ♕f2 | d4 |
| 63...e5 | 64 ♖b6 | d4 65 ♖c4 |
| 66 | ♖d6. | |
| 64 | ♕e2 | ♔xb3 |
| 64...e5 | 65 ♕d3 | f4 66 ♖b6 |
| 67 | ♖c4. | |
| 65 | ♖c5+ | ♔c2 |
- [35.13]

66 ♖d3!

Getting around the final obstacle. After 66 ♖xe6? d3+ 67 ♕e3 (67 ♕f2 d2 68 ♖d4+ ♕d3) Black doesn't play 67...d2? 68 ♖d4+ ♕c3 69 ♖e2+ with a draw; instead he comes up with the nasty 67...f4+! and the d-pawn promotes.

- | | | |
|----|------|-----|
| 66 | ... | ♕b3 |
| 67 | ♖c5+ | ♕c2 |
| 68 | ♖d3! | ♕c3 |
| 69 | ♖e5 | f4 |
| 70 | ♕d1 | d3 |
| 71 | ♖f3 | |

Black loses a pawn, the rest is easy.

- | | | |
|----|------|-----|
| 71 | ... | d2 |
| 72 | ♖xd2 | ♕d3 |
| 73 | ♖f3 | ♕e3 |
| 74 | ♖e5 | ♕e4 |
| 75 | ♖g4 | ♕f3 |
| 76 | ♖e5+ | ♕f2 |
| 77 | ♕d2 | f3 |
| 78 | ♖d3+ | ♕g3 |
| 79 | ♕e3 | e5 |
| 80 | ♖f2 | ♕g2 |
- 1/2-1/2

The Porz team won the fight 5-3 and later on also the German team championship.

Endgame 36

R.Fischer-J.Rubinetti

Buenos Aires 1970

Earlier publication: *Encyclopaedia of Endgames (Rooks II)*/endgame 1462 (editorial remarks)

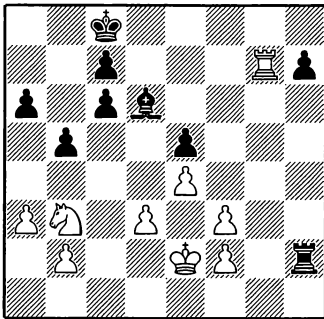


Diagram 36.1
White to move

White to move. At the moment his position can't impress. How can he change that ?

Commentary

1 f4!

Now White's central pawns get going.

1 ... exf4?

The only chance to fight is 1...c5!?:

I) 2 fxe5 $\text{\textcircled{e}}\text{e5}$ 3 $\text{\textcircled{g}}\text{g8+}$ $\text{\textcircled{d}}\text{d7}$ 4 $\text{\textcircled{c}}\text{xc5+}$ $\text{\textcircled{e}}\text{e7}$ (Black threatens ... $\text{\textcircled{d}}\text{d4}$ and ... $\text{\textcircled{e}}\text{xb2}$) 5 $\text{\textcircled{e}}\text{e3}$ (5 $\text{\textcircled{c}}\text{xa6}$ $\text{\textcircled{d}}\text{d4}$) 5... $\text{\textcircled{e}}\text{xb2}$ 6 $\text{\textcircled{c}}\text{xa6}$ $\text{\textcircled{e}}\text{c1+}$ 7 $\text{\textcircled{e}}\text{e2}$ $\text{\textcircled{e}}\text{xa3}$ 8 $\text{\textcircled{c}}\text{xc7}$ $\text{\textcircled{e}}\text{c5}$ 9 $\text{\textcircled{c}}\text{xb5}$ $\text{\textcircled{f}}\text{xf2+}$ with excellent drawing chances.

II) 2 f5 c4 3 dxc4 bxc4 4 $\text{\textcircled{c}}\text{a5}$ $\text{\textcircled{e}}\text{c5}$ 5 $\text{\textcircled{g}}\text{g8+}$ $\text{\textcircled{d}}\text{d7}$ 6 $\text{\textcircled{c}}\text{xc4}$ $\text{\textcircled{e}}\text{d4}$! (6... $\text{\textcircled{f}}\text{xf2+}$ 7 $\text{\textcircled{e}}\text{e1}$ $\text{\textcircled{f}}\text{f4}$ 8 $\text{\textcircled{g}}\text{g4}$! $\text{\textcircled{e}}\text{d4}$ 9 $\text{\textcircled{f}}\text{xf4}$ exf4 10 $\text{\textcircled{e}}\text{e2}$ leads to a difficult minor piece ending) 7 $\text{\textcircled{g}}\text{g7+}$ $\text{\textcircled{e}}\text{c6}$ 8 $\text{\textcircled{d}}\text{d3}$ $\text{\textcircled{f}}\text{xf2}$ 9 $\text{\textcircled{f}}\text{fxh7}$ $\text{\textcircled{f}}\text{f3+}$ 10 $\text{\textcircled{c}}\text{c2}$ $\text{\textcircled{f}}\text{f2+}$ 11 $\text{\textcircled{b}}\text{b3}$ $\text{\textcircled{f}}\text{f4}$ 12 $\text{\textcircled{c}}\text{d2}$ $\text{\textcircled{e}}\text{e3}$ and Black is still alive.

III) 2 $\text{\textcircled{c}}\text{a5}$ c4!? and once again the position lacks clarity.

2 d4 $\text{\textcircled{e}}\text{d8}$

Or:

I) 2...c5 3 e5 c4 4 $\text{\textcircled{c}}\text{a5}$ wins the $\text{\textcircled{e}}\text{d6}$ (according to the *Encyclopaedia*).

II) 2...f3+ 3 $\text{\textcircled{e}}\text{e3}$ leads nowhere.

3 $\text{\textcircled{c}}\text{a5}$! c5

4 e5 $\text{\textcircled{e}}\text{f8}$

5 $\text{\textcircled{c}}\text{c6+}$ $\text{\textcircled{e}}\text{e8}$

5... $\text{\textcircled{e}}\text{c8}$ 6 $\text{\textcircled{g}}\text{g8}$ $\text{\textcircled{d}}\text{d7}$ 7 d5 $\text{\textcircled{e}}\text{e8}$ 8 e6 is unpleasant as well.

6 $\text{\textcircled{c}}\text{xc7}$ [36.2] 1-0

6...cxd4 7 e6 leads to mate. It's surprising how quickly Fischer coordinated his loose pieces.

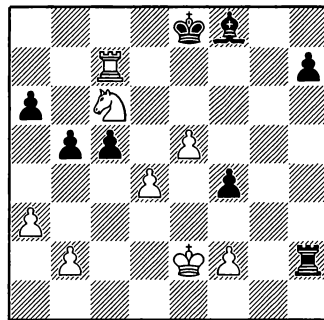


Diagram 36.2
Black to move

*Endgame 37***I.Papaioannou-C.Lutz**

Elista Olympiad 1998

Earlier publication:

SCHACH 11/1998

(R.Tischbierek)

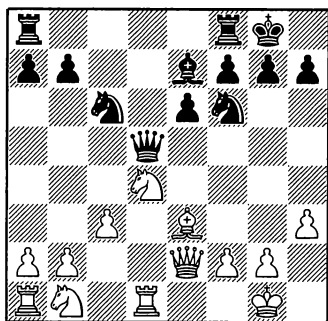


Diagram 37.1
White to move

Analyse the game.

13 c4 ♖xd4 14 ♙xd4 ♚e4 15 ♚xe4 ♜e4 16 ♞d2 ♞d6 17 b3 ♜fd8 18 ♞f3 f6 19 ♙c5 ♞f7 20 ♜d2 b6 21 ♙xd6 ♜xd6 22 ♜ad1 ♜ad8 23 ♜xd6 ♙xd6 24 ♞f1 e5 25 ♞e2 ♞e6 26 ♞e1 h5 27 ♞c2 h4 28 ♞e3 g6 29 ♞d5 f5 30 ♞c3 ♜c8 31 ♞b5 ♙c5 32 ♞c3 ♙d4 33 ♞b5 ♙c5 34 ♞c3 a6 35 ♞d5 b5 36 cxb5 axb5 37 ♞c3 ♜b8 38 ♞f1 b4 39 ♞d5 ♜b7 40 ♞e3 ♙xe3 41 fxe3 ♜c7 42 ♜d8 ♜c1+ 43 ♞f2 ♜c2+ 44 ♞f1 ♜c1+ 45 ♞f2 ♜c2+ 46 ♞f1 ♜xa2 47 ♜b8 ♞d5 48 ♜xb4 g5 49 ♜c4 ♜a3 50 ♜b4 ♜a1+ 51 ♞e2 ♜a2+ 52 ♞f1 ♜a1+ 53 ♞f2 ♜a2+ 54 ♞f1 ♜b2 55 ♜a4 ♜xb3 56 e4+ fxe4 57 ♞e1 ♜b2 58 ♞f1 ♜c2 59 ♜b4 ♜a2 60 ♞g1 e3 61 ♞f1 ♜f2+ 62 ♞g1 ♜c2 63 ♞f1 ♜c4 0-1

Commentary

I reached position 37.1 twice in tournament games, each time playing Black. This is strange as White doesn't have an advantage at all. It's even stranger that both of my opponents committed the same mistake.

13 c4

13 ♞d2 ♜fd8 is equal, too.

13 ... ♞xd4

14 ♙xd4 ♚e4

15 ♚xe4 ♞xe4

[37.2]

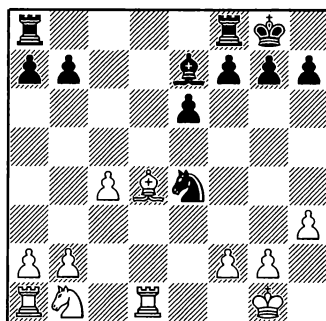


Diagram 37.2
White to move

There is stubborn prejudice that in positions with a pawn structure as in the present case White is automatically better due to his queenside majority. But this assessment is plainly wrong. Black's pawn structure has merits as well, thanks to the ♞e6 he has a greater influence in the centre. Whether White can create a passed pawn on the queenside or Black can develop play in the centre depends on concrete facts, i.e. on the placement of the pieces.

16 ♞d2?

And there it is, the mistake. White wants to exchange the ♖e4 but forgets that Black has different ideas. After 16 ♖c3 ♖xc3 17 ♙xc3 ♜fd8 both players centralize their kings, exchange all the rooks and the draw can be signed. Black can't play 16...♖d6 as 17 ♙c5 ♜fd8 18 ♖e4 is favourable for White. With the text move White blocks the ♜d1 for a short moment.

16 ... ♖d6!

17 b3 ♜fd8

Now Black is slightly better as he can fight for the squares along the d-file. Especially the d4 square is a target after ...♖f5.

18 ♖f3 f6

Taking away the squares e5 and g5 from the knight. This knight will go for a long walk during the game, without finding a decent square.

19 ♙c5

White prevents ...♖f5, but maybe he should centralize his king instead. After 19 ♖f1 ♖f7 20 ♖e2 e5 21 ♙b2 ♖e6 Black has the better king, but White still has his bishop.

19 ... ♖f7

20 ♜d2

Only now White deviates from the game Keitlinghaus-Lutz (German championship 1997). After 20 ♜e1 ♖f5 21 ♙xe7 ♖xe7 22 ♜ed1 ♖c6 23 ♖e1 we reach endgame 32.

20 ... b6

21 ♙xd6

Now Black remains with the better minor piece. White lacks control over the black squares, therefore he shouldn't, even think about advancing his queenside majority. But after 21 ♙b4 ♖e4 22 ♜xd8 ♜xd8 23

♙xe7 ♖xe7 Black controls the d-file.

21 ... ♜xd6

22 ♜ad1 ♜ad8

23 ♜xd6 ♙xd6!

[37.3]

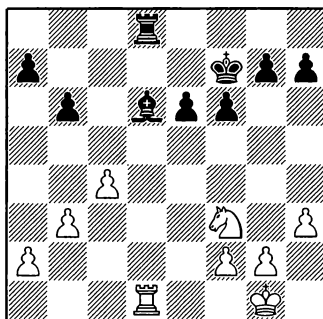


Diagram 37.3

White to move

It is surprising that Black refrains from trading off the second pair of rooks. Here I refer to Shereshevky's *Endgame Strategy*. In the chapter "The 3-2 queenside pawn majority" he looks at several endgames with the present pawn structure. He writes: "In all the endings examined in this chapter control of the d-file was a decisive factor. It is true that one comes across endings (usually with just one pair of rooks) where this does not give any real advantage, but these are merely exceptions which confirm the rule." The present position is such an exception. After 23...♜xd6 24 ♜xd6 ♙xd6 25 ♖f1 Black can't penetrate into White's camp whereas after the text Black might use his rook for a minority attack by means of ...♜c8, ...a7-a6 and ...b6-b5. The white rook

can't achieve anything along the open d-file as Black's king and bishop control the entry squares.

24 ♔f1 e5
25 ♖e2 ♖e6

Now the king is well centralized, Black's superiority is obvious.

26 ♘e1

The white knight continues his odyssey.

26 ... h5 [37.4]

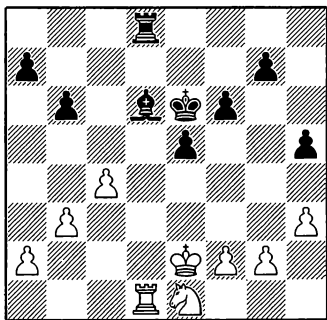


Diagram 37.4
White to move

This move took me some time on the clock. Before Black starts his queenside attack, he improves his space advantage. I dispensed with 26...g5? as then 27 g4 and 28 ♘c2, 29 ♘e3 blocks the Black pawns.

27 ♘c2?!

White ignores Black's plan. Perhaps he didn't like the fact that Black seizes the h-file after 27 g4 hxg4 28 hxg4 ♖h8, but 27 h4!? seriously deserves attention. White puts a pawn onto the colour of the bishop, but he avoids a restriction of his kingside. However, White

should take care of a subtlety. As long as Black's pawn is on f6 he shouldn't play g2-g3 as then after ...g7-g5 he has to allow either a weak pawn on h4 or-if White takes on g5-a passed pawn along the h-file. With the pawn still on g2 ...g7-g5, h4xg5, ...f6xg5 shouldn't be feared; Black can't create a passed pawn then. Compare with endgame 12.

27 ... h4

I briefly pondered over the correct order of the moves ...f6-f5 and ...h5-h4. After 27...f5 there could follow 28 h4.

28 ♘e3 g6

29 ♘d5 f5

Black ignores the ♘d5 and continues to increase his space advantage.

30 ♘c3

In the search for counterplay White poses the threat of ♘b5, but Black easily parries this.

30 ... ♖c8

31 ♘b5 ♖c5

32 ♘c3

32 ♘xa7? ♖a8.

32 ... ♗d4

Before starting further action Black repeats moves. Repeating moves is an appropriate means to gain some time on the clock and to plumb the depths of the position.

33 ♘b5 ♗c5

34 ♘c3 a6

Now the threat is ...♗d4 and ...b6-b5.

35 ♘d5 [37.5]

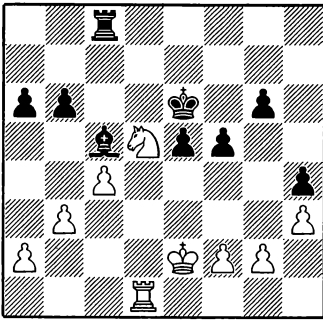


Diagram 37.5
Black to move

Certainly Papaioannou didn't like 35 a4 to prevent ...b6-b5. Black might then continue with 35...a5 and ...♖g8, ...g6-g5-g4.

35 ... b5?!

35...♙d4 might be more accurate. Then 36 ♖f4+ ♗f7 37 ♘d5 b5 doesn't help White. Better is 36 ♖b4!? b5, with a branch:

I) 37 cxb5 axb5 38 ♖d2. For the moment, ...b5-b4 is prevented and after the exchange of rooks (with ♖c2) White should no longer lose. But Black has 38...♖c1 39 ♖c2 ♖g1. Black will capture the ♗g2 and possibly the ♗h3. White can create counterplay on the queenside, but nevertheless he is in trouble, e.g. 40 ♖c6+!? (40 ♘c6 ♖xg2 41 ♘xd4+ exd4 42 ♗d3 ♗d5 43 b4 g5 and the black pawns become dangerous) 40...♗f7 41 ♖c7+ ♗f6 42 ♖c6+ ♗g5 43 ♖c2 and now not 43...♖xg2? 44 ♗f1 ♖h2 45 f4+, but 43...♗h5 and White can't protect g2.

II) 37 ♘xa6 bxc4 38 ♖c1 (38 ♖b4 cxb3 39 axb3 ♖c3 and White's knight is in trouble) and now:

A) 38...cxb3? 39 ♖xc8 bxa2 40 ♘c5+ ♗d5 41 ♖b3 or 40...♙xc5 41 ♖a8 is bad.

B) 38...c3 [37.6].

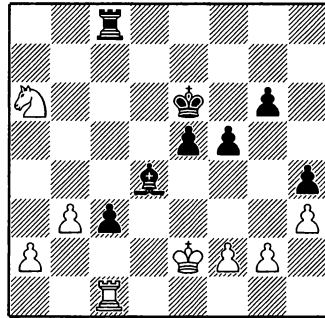


Diagram 37.6
White to move

The ♗c3 severely restricts the white pieces. It can't be attacked as the ♗a6 is misplaced, e.g. 39 ♖b4 (39 a4 ♖c6 40 ♖b4 ♖b6) 39...♖a8

B1) 40 ♖a1 ♙c5 41 ♘d3 (41 ♘c2 ♖d8) 41...♙a3.

B2) 40 ♖c2 ♗d6 41 ♘d3 (41 ♗d1 e4) 41...e4 42 ♘c1 ♗c5 43 a4 (43 ♗e1 ♗b4 44 ♘e2 ♙e5) 43...♗b4. In both cases Black is better. 35...♙d4 is stronger than 35...b5, since White now has a chance to equalize.

36 cxb5?

36 b4! is best. After 36...♙d4 (or else 37 c5) 37 ♖f4+ exf4 (37...♗f7 38 c5 ♙xc5 39 bxc5 exf4 40 ♖d7+ is to no avail) 38 ♖xd4 ♖xc4 (38...bxc4 39 ♗d2) 39 ♖xc4 bxc4 the pawn ending is drawn: 40 f3 (forced in view of 40 ♗d2? f3 41 gxf3 g5 and ...g5-g4) 40...♗d5 41 ♗d2 ♗d4 42 a4 g5 43 ♗c2 g4 44 ♗d2 [37.7].

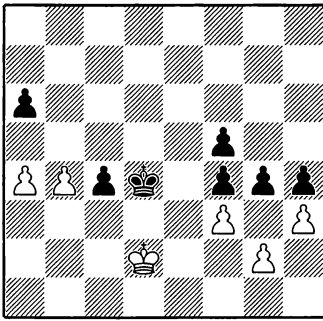


Diagram 37.7
Black to move

As soon as Black plays ...c4-c3 White answers with b4-b5, e.g. 44...gxf3 45 gxf3 c3+ 46 ♖c2 ♖c4 47 b5 axb5 48 axb5 ♖xb5 49 ♖xc3 ♖c5 50 ♖d3 ♖d5 51 ♖c3 with a draw.

36 ... axb5

Now the ♖d5 has lost its support and the queenside is vulnerable. White faces serious problems.

37 ♖c3

37 ♖d2 ♖d4 38 ♖b4 leads to the previous note. 37 b4 ♖d4 or 37 a4 bxa4 38 bxa4 ♖d4 don't bring any relief either.

37 ... ♖b8

Black has two weaker moves at his disposal:

I) 37...♖d4 38 ♖xb5 ♖c2+ 39 ♖d3 followed by ♖xd4+ and ♖d2 needn't be feared.

II) 37...b4 38 ♖d5 and the knight can't be driven away that easily. Neither 38...♖d8? 39 ♖c7+ ♖e7 40 ♖xd8 ♖xd8 41 ♖e6+ nor 38...♖c6 39 ♖d2 ♖d6 40 ♖c7+ ♖d7 41 ♖d5 do the trick.

38 ♖f1

To answer ...♖d4 by ♖e2 . Alternatives:

I) 38 a4 bxa4 39 bxa4 (39 ♖xa4 ♖d4, the knight is out of play) 39...♖b3. The a-pawn is lost.

II) 38 ♖d5!? is interesting: 38...♖d4 (38...♖c8 39 ♖d1) 39 ♖xb5 ♖c8 40 ♖d1 ♖c2+ 41 ♖e1 ♖xa2 42 b4 [37.8].

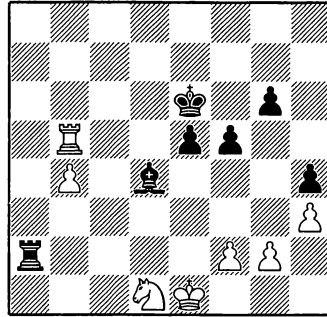


Diagram 37.8
Black to move

Though king and knight are cut off at the edge, things aren't clear as the ♖d1 controls the squares f2 and b2. The b-pawn might create counterchances.

38 ... b4 [37.9]

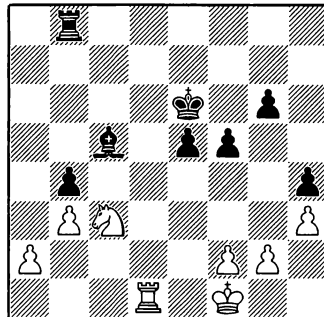


Diagram 37.9
White to move

The queenside is tied down.

39 ♖d5?

This is already the decisive mistake. It's better to play 39 ♖e2 and ♖d2.

39 ... ♖b7

The idea of 37...♖b8 becomes apparent. Black bring his rook to the d-file while keeping the c7 square protected. After for instance 38 ♖e2 ♖d7 39 ♖e3 ♖xe3 the pawn ending is a simple win for Black, because he is virtually a pawn up. White's next move is forced.

40 ♖e3 ♖xe3

The knight is exchanged before it can get to c4. During the game I wasn't completely sure whether Black is winning, but this seems to be the case. It is especially helpful that Black's h-pawn is already far advanced.

41 fxe3 [37.10]

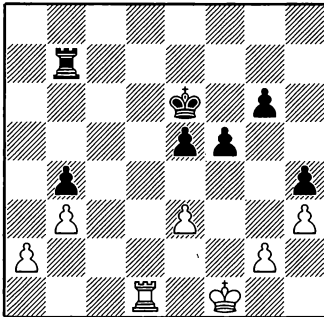


Diagram 37.10
Black to move

41 ... ♖c7!

Owing to the repetition of moves I now had enough time to become engrossed in my position. The text is better than 41...♖d7 42 ♖c1 ♖d2 43 ♖c4 ♖xa2 44 ♖xb4 g5, as then

Black lacks the tempo ...♖d5. White might play 45 ♖b5 or 45 e4.

42 ♖d8

White switches to active defence. Waiting passively loses as well: 42 ♖d2 ♖c3 43 ♖e2 g5 44 ♖f2 f4 45 e4 (45 exf4 gxf4 is hopeless) 45...♖e3 46 ♖e2 ♖xe2+ 47 ♖xe2 ♖d6 48 ♖d2 (48 ♖f3 ♖c5 49 ♖g4 ♖d4 50 ♖xg5 ♖xe4 51 ♖xh4 ♖e3 52 ♖g4 e4 53 h4 f3) 48...♖c5 49 ♖d3 g4! 50 hxg4 f3 51 ♖e3 fxg2 52 ♖f2 h3 53 g5 ♖d6 with a win.

42 ... ♖c1+

43 ♖f2 ♖c2+

44 ♖f1 ♖c1+

You should never forget to repeat moves.

45 ♖f2 ♖c2+

46 ♖f1 ♖xa2

47 ♖b8 ♖d5

48 ♖xb4 g5

[37.11]

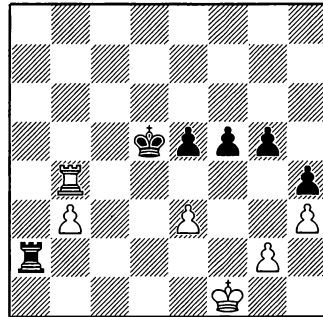


Diagram 37.11
White to move

We come to the final stage of the game. The material balance is even, but Black's positional advantage is overwhelming. He can make use of zugzwang ideas. The ♖f1 can't go to either e1 (on account of ...♖xg2)

or g1 (on account of ...♙e2xe3). That's why only White's rook can move. But the rook has to defend both the fourth rank and the ♖b3.

49 ♙c4

49 ♙a1? is tricky. As is shown by Tischbierek the transition to a pawn ending is only a draw:

I) 49...♙xa4? 50 bxa4 e4 (50...♙c4? 51 e4! is only troublesome for Black. White's king gobbles up the enemy pawns) 51 g3! (White has to break up Black's pawn wall. After 51 ♙e2? f4 it's too late) 51...hxg3 (51...♙c4? 52 gxh4 gxh4 53 ♙e2 ♙b4 54 ♙d2 and White is winning) 52 ♙g2

A) 52...♙c4 53 a5 f4 (53...♙b5 54 ♙xg3 ♙xa5 55 h4) 54 a6 fxe3 55 a7 e2 56 a8=♚ e1=♚ 57 ♚c6+ with a perpetual check.

B) 52...f4 53 exf4 ♙d4 (53...gxf4 54 a5 e3 55 ♙f3 g2 56 ♙xg2 ♙d4 57 a6 is drawn as well) 54 f5 e3 55 f6 e2 56 f7 e1=♚ 57 f8=♚ [37.12].

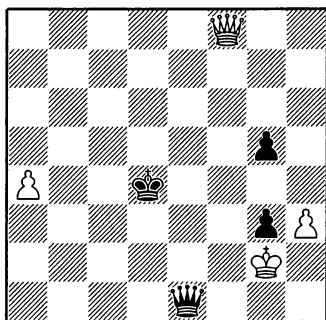


Diagram 37.12
Black to move

Only Black has to worry.

II) But 49...♙c2 is simple and strong. After 50 ♙b4 (other moves neglect the e4 square) 50...♙b2 we reach the game.

49 ... ♙a3!

After 49...♙b2 50 ♙b4 it's not so easy for Black to lose a move.

50 ♙b4 ♙a1+

51 ♙e2 ♙a2+

52 ♙f1

52 ♙d3 ♙xg2 loses without any ado.

52 ... ♙a1+

Another repetition of moves...

53 ♙f2 ♙a2+

54 ♙f1 ♙b2!

[37.13]

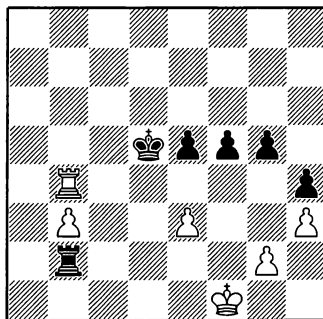


Diagram 37.13
White to move

The first zugzwang.

55 ♙a4

White abandons the pawn. 55 ♙b8 ♙e4 56 ♙b5 g4 and ...g4-g3 is lost.

55 ... ♙xb3

56 e4+

56 ♙f2 ♙b2+ 57 ♙f1 ♙c2 58 ♙b4 ♙a2 leads to the second zugzwang position.

56 ... fxe4

57 ♙e1

57 ♖e2 ♜b2+ 58 ♖e3 ♜xg2 59
 ♜a5+ ♖e6 60 ♖xe4 ♜e2+ 61 ♖f3
 ♜e1 and the two extra pawns win
 the game.

57	...	♜b2
58	♖f1	♜c2
59	♜b4	♜a2

The third zugzwang.

60	♖g1	e3
61	♖f1	♜f2+
62	♖g1	♜c2
63	♖f1	♜c4

[37.14]

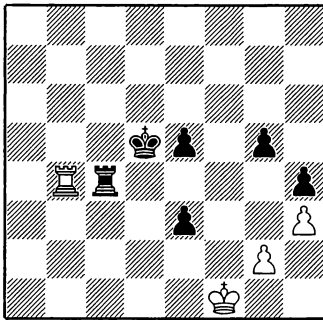


Diagram 37.14
 White to move

0-1

Black continues with ...♖e4 and
 ...♜d4-d2(+).

Endgame 38

J.Timman-C.Lutz
 Wijk aan Zee 1995
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 Informant 62/569.

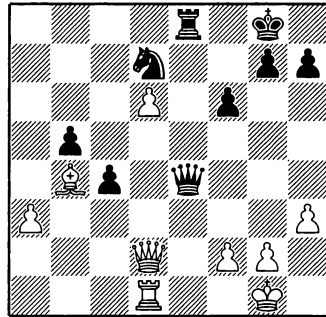


Diagram 38.1
 Black to move

Analyse the game.

29...♜e5 30 f3 ♖e3+ 31 ♖xe3
 ♜xe3 32 ♖f2 ♜e8 33 f4 ♖f7 34
 ♜d5 ♜b8 35 ♖e3 ♖e6 36 ♜d1 f5
 37 g4 fxg4 38 hxg4 ♘f6 39 f5+
 ♖d7 40 g5 ♜e8+ 41 ♖f4 ♘h5+ 42
 ♖g4 g6 43 fxg6 hxg6 44 ♜d5 ♘g7
 45 ♜xb5 ♘f5 46 ♜b7+ ♖e6 47 ♜c7
 ♜h8 48 ♖f3 ♜h3+ 49 ♖f2 ♜h2+ 50
 ♖e1 ♜h1+ 51 ♖f2 ♜h2+ 52 ♖f1
 ♜h1+ 53 ♖g2 ♜d1 54 ♖f2 ♜d4 55
 ♖e1 ♜h4 56 ♖d2 ♜h2+ 57 ♖c3
 ♜h3+ 58 ♖xc4 ♘xd6+ 59 ♖c5
 ♘e4+ 60 ♖b5 ♘xg5 61 a4 ♘f3 62
 a5 ♘d4+ 63 ♖c4 ♜h4 64 ♖c5
 ♘c6+ 65 ♖b5 ♘xa5 66 ♖xa5 g5
 67 ♖b5 g4 68 ♜g7 g3 69 ♜xg3 ♜h1
 70 ♖c6 ♜e1 71 ♖d4 ♜c1+ 72 ♖c3
 ♜d1 73 ♜e3+ ♖f5 74 ♖c5 ♜d8 75

♙e5 ♜c8+ 76 ♚d5 ♞a8 77 ♜f3+
 ♜g4 78 ♜f7 ♞a5+ 79 ♜e4 ♞a4+ 80
 ♙d4 ♜g5 81 ♜g7+ ♜h4 82 ♜e5
 ♜h3 83 ♜g1 ♞b4 84 ♙e3 ♜g4 85
 ♞a1 ♜g2 86 ♙f4 ♜g8 87 ♞a2+
 ♜f3 88 ♞a3+ ♜e2 89 ♜e4 ♞e8+ 90
 ♙e5 ♞e7 91 ♞a2+ ♜e1 92 ♚d4
 ♜f1 93 ♙f4 ♞e2 94 ♞a8 ♞e7 95
 ♜d3 ♜g2 96 ♜f8 ♞e6 97 ♜f7 ♞e8
 98 ♙e3 ♞a8 99 ♙c5 ♞a4 100 ♜e3
 ♜g4 101 ♙d6 ♜g6 102 ♜f2+ ♜h3
 103 ♙e5 ♜g4 104 ♜e4 ♜h5 105
 ♙f6 ♜g4 106 ♜f4+ ♜g3 107 ♜e3
 ♜h3 108 ♜f5 ♜g3+ 109 ♜f2 ♜g2+
 110 ♜f1 ♞c2 111 ♜g5 ♞c4 112
 ♙e5 ♜h4 113 ♜g8 ♞e4 114 ♙g3+
 ♜h5 115 ♜f2 ♞a4 116 ♜f3 ♜h6
 117 ♙e5 ♞b4 118 ♙f4+ ♜h7 119
 ♜g5 ♞a4 120 ♜g4 ♞b4 121 ♜f5
 ♞b5+ 1/2-1/2

Commentary

The main feature of position 38.1 obviously is the passed pawn on d6. The ♚d7 is heavily engaged with its blockade. White has the advantage, but Black holds some trump cards as well: the control over the e-file and the passed pawn on c4.

29 ... ♞e5?!

By threatening a kingside attack (with ...♜g5) Black forces his opponent to exchange queens. This is a clear misjudgement as White intends to exchange queens anyhow. It's better to wait: 29...♜f7!? 30 f3 ♜f5 31 ♜d5+?! ♜xd5 32 ♞xd5 ♞e5 33 ♞d1 (after exchanging rooks the ♙d6 is vulnerable) 33...♜e6 34 ♜f2 f5 35 f4 ♞e4. Black's rook and king are much more active than in the game, he shouldn't have problems then.

30 f3 ♜e3+?!

Still on the wrong track. 30...♜c6 is better.

31 ♜xe3 ♞xe3

32 ♜f2 ♞e8

33 f4!

The difference now is the passive placement of the black pieces. White prepares ♞d5, an immediate 33 ♞d5 ♞e5 is to no avail. Generally speaking White should exchange rooks only if his king gets to d5.

33 ... ♜f7

33...♞c8!? (planning 34 ♞d5 c3) is answered by 34 ♜e2. After 34...♜f7 35 ♞d5 ♞b8 (35...c3? 36 ♜d1) 36 ♜e3 we transpose to the game.

34 ♞d5 ♞b8

Certainly the rook isn't happy to protect a little pawn. White's advantage is big, but perhaps not big enough to win.

35 ♜e3

With might and main the king makes his way to the centre. 35 f5?! (to control e6) is weaker due to 35...♜e8 and ...♙e5, ...♜d7.

35 ... ♜e6

36 ♞d1

White's threat is simple but strong: ♜d4 followed by ♞e1+. After e.g. 36...♞c8 37 ♜d4 ♜f7 38 ♞e1 ♞e8 39 ♞xe8 ♜xe8 40 ♜d5 Black can resign.

36 ... f5

Weakening e5, but seizing control over e4. After 37 ♜d4 ♙f6 38 ♞e1+ ♙e4 39 g4 g6 Black is beyond the worst.

37 g4! [38.2]

Creating huge problems for Black.

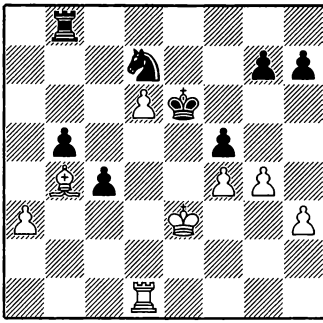


Diagram 38.2
Black to move

37 ... ffg4

Black has to abandon his stronghold in the centre and allow a dangerous pawn duo on the kingside, but otherwise prospects are grim:

I) 37...g6 38 g5 locks in the ♖d7. There is still the nasty threat of ♖d4 and ♖e1+.

II) 37...♖f6 38 d7! ♖d8 (38...♖xd7 39 gxf5+) 39 ♖d6+ ♖f7 40 g5 ♖xd7 41 ♖d5! (The simplest. Playing for tricks with 41 ♖f3!? leads nowhere after 41...g6 and 42...♖e8) 41...♖e6 42 ♖xb5 and White wins. The ♠a3, the weak ♠c4 and the vulnerable kingside are too much for Black to cope with.

38 hxg4 ♖f6

39 f5+

Later on, Jan Timman didn't like this move and proposed 39 ♖f3!? instead. But Black will survive even then. Against the threat of ♖e1+ there are two moves:

I) 39...♖d5?! (somewhat frivolous) 40 f5+ ♖e5 41 ♖c5 (41 ♖e1 look crushing, but Ruslan Siatdinov's proposal 41...g5! complicates matters, e.g. 42 d7 ♖d8 43 ♖g3+ ♖f4 44 ♖f2 ♖d3) 41...c3 (41...♖c8

42 ♖e1+ ♖f6 43 ♖d4+ ♖f7 44 ♖e5) 42 ♖e1+ (42 ♖d4+ ♖xd6 43 ♖xc3 g6 isn't clear) 42...♖f6 43 ♖d4+ ♖f7 44 ♖e5 c2 45 ♖b2 ♖f6 (45...b4 46 ♖xd5 bxa3 47 ♖c1 a2 48 ♖a5 ♖b1 49 ♖a7+ followed by d6-d7) 46 ♖e7+ (Alternatively, White might try 46 g5 ♖e8 47 d7 ♖d6 48 g6+ hxg6 49 fxg6+ ♖f8 50 ♖e6) 46...♖f8 47 ♖c7 ♖d8 48 ♖e5 ♖e8 49 ♖xc2 ♖xd6 50 ♖d2 ♖b7 (50...♖e7 51 ♖xg7) 51 ♖xd8+ ♖xd8 52 ♖e4 [38.3] and owing to his space advantage White will win.

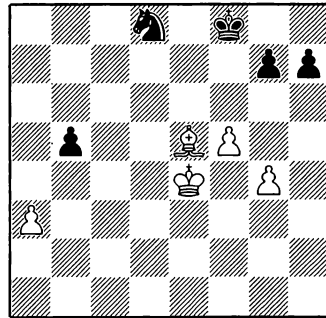


Diagram 38.3
Black to move

II) 39...♖d7 is better. Now 40 ♖e1 can be answered by 40...♖e8 and after 40 g5 ♖e8 41 ♖e4 (41 ♖h1 ♖xd6) 41...♖b6 Black keeps the equilibrium by means of the threat ...♖c6 and ...c4-c3, e.g. 42 ♖e5 (42 ♖d5 c3) 42...♖c6 43 f5 (43 ♖c1 ♖xd6 44 ♖d1 c3) 43...c3 44 f6 gxf6+ 45 gxf6 c2 46 ♖c1 ♖xd6 47 ♖xd6 ♖xd6 48 f7 (48 ♖xc2 ♖e6+ 49 ♖f5 ♖e3 is also drawn) 48...♖e6+ 49 ♖f5 ♖e2 50 f8=♖+ (50 ♖f6 ♖f2+ 51 ♖g7 ♖g2+) 50...♖e7 51 ♖hx7 ♖e3 [38.4] and Black captures the ♠a3.

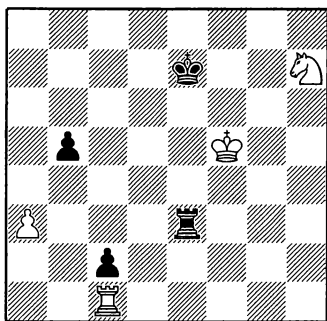


Diagram 38.4
White to move

39 ... ♖d7
40 g5 ♙e8+

Moving the knight loses:

I) 40...♗e8 is too slow: 41 ♖f4 ♙c8 (41...♙b6 42 ♙h1) 42 ♖e5 c3 43 f6 gxf6+ 44 gxf6 c2 45 ♙c1 and 46 f7.

II) 40...♗g4+ 41 ♖d4 (otherwise the knight gets to d3 via e5 or f2) 41...♙e8 (41...♙f8 42 ♙e1) 42 ♙h1! h6 (42...♗e5 43 ♙xh7 ♗c6+ 44 ♖c3 ♙e3+ 45 ♖d2 ♙d3+ 46 ♖c1 leads to a lost rook ending, 42...♗e3 43 f6 ♗c2+ 44 ♖d5 ♗e3+ 45 ♖c5 isn't better) 43 f6! [38.5]

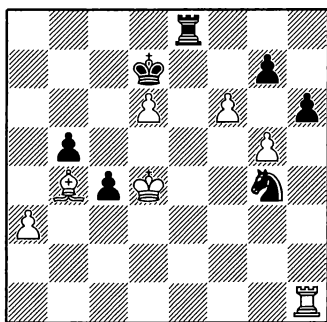


Diagram 38.5
Black to move

Black's position falls apart: 43...hgx5 (43...gxf6 44 gxh6 ♙h8 45 h7 f5 46 ♖c5 ♗f6 47 ♙h6 ♗xh7 48 ♖d5 results in a deadly pin) 44 fxg7 ♙g8 (44...♗e3 45 ♖c5 ♗f5 46 ♙f1) 45 ♙g1 ♗h2 46 ♙g2 ♗f3+ 47 ♖e4, White wins.

41 ♖f4 ♗h5+

Knights don't like being at the edge, but Black doesn't have access to e4:

I) 41...♙e4+ 42 ♖f3 loses at once.

II) 41...♗e4 42 ♙e1 ♗f2 (42...♗xd6 43 ♙d1) 43 ♙xe8 ♗d3+ (43...♖xe8 44 f6 gxf6 45 gxf6 ♗d3+ 46 ♖f5 ♗xb4 47 axb4 c3 48 ♖e6 loses) 44 ♖e4 ♖xe8 45 ♙d2 (45 f6? gxf6 46 gxf6 ♗xb4 47 axb4 c3 48 ♖d3 h5 and White loses. 45 ♙c3!? ♖d7 46 ♖d5 ♗f4+ 47 ♖c5 ♗h3 isn't completely clear) 45...♖d7 46 ♖d5 and White wins by 47 f6.

42 ♖g4 g6 [38.6]

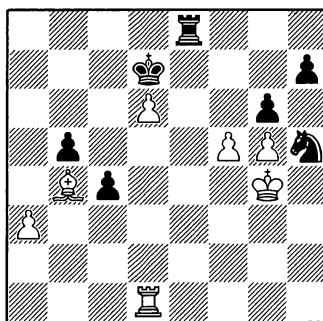


Diagram 38.6
White to move

We arrive at another critical position. White has to choose between two tempting possibilities.

43 fxg6

Winning a pawn but not the game. 43 f6 is the main alternative. After 43...♖e4+ I can't find a win for White, though he has two passed pawns on the sixth rank. White's king has two squares at his disposal:

I) 44 ♖h3 ♘f4+ 45 ♖h2 (45 ♖g3 ♘e6 46 ♖f1 ♖e5) 45...♘e6 46 ♖f1 (46 ♖d5 ♖c6 47 ♖d2 ♖d7) 46...♖h4+ 47 ♖g3 ♖h5 48 ♘d2 ♘xg5 49 f7 (49 ♘xg5 ♖xg5+ 50 ♖h4 ♖h5+ is a perpetual, since 51 ♖g4? ♖f5 52 ♖xf5 gxh5+ only troubles White) 49...♘xf7 50 ♖xf7+ ♖xd6 with a probable draw.

II) 44 ♖f3 ♖e5 45 ♖f1 (45 ♖g1 or 45 ♘d2 can be answered by 45...c3) 45...♖f5+ 46 ♖g2 ♘f4+ (46...♖xg5+ 47 ♖h2 loses) 47 ♖h2 ♘e6 48 ♖xf5 gxh5 should lead to a draw. He can give his knight as White has the wrong bishop, for example 49 f7 ♘f8 50 ♖g3 ♖e6 51 d7 (51 ♖f4 ♖xf7 52 ♖xf5 ♖e8 and ...♖d7, ♘e6) 51...♘xd7 52 f8=♚ ♘xf8 53 ♘xf8 ♖e5 and Black won't lose.

43 ... hxc6
44 ♖d5 ♘g7!

The only chance. Black parts with a pawn to bring the knight back into play. 44...♖b8 45 ♖e5 loses at once.

45 ♖xb5 ♘f5

Black has to reduce the enemy pawns so that White will end up either with the wrong bishop or with an ending “♖ + ♘ v ♖”. For that purpose the knight can be sacrificed.

46 ♖b7+ ♖e6
47 ♖c7 ♖h8

Not 47...♘xd6? 48 ♖c6 ♖d8 49 ♖f3 with transition to a lost pawn

ending. But now Black's rook can operate along the h-file. The ♖c4 is protected due to ...♖h4+.

48 ♖f3 ♖h3+
49 ♖f2 ♖h2+

Rook and knight have woven a net around the white king. The only way out of the checks is taking the ♖c4, but then the ♖d6 can be taken. After 49...c3 White shouldn't play either 50 ♖xc3 ♖xc3 51 ♘xc3 ♖xd6 or 50 ♘xc3 ♖xd6 51 ♖c8 ♖d7 52 ♖c5 ♘d6 53 ♖g2 ♘e4 54 ♖d5 ♖c6. Instead, 50 d7 ♖d3 51 ♖xc3 ♖xd7 52 ♖c6+ ♖f7 53 ♘c5 leads to a highly difficult position for Black; his king is driven back.

50 ♖e1 ♖h1+
51 ♖f2

It's very professional not to play 51 ♖d2 immediately. Repeating moves gains time on the clock and gives a closer insight into the position. Black has no other choice but to give checks.

51 ... ♖h2+
52 ♖f1 ♖h1+
53 ♖g2 ♖d1
54 ♖f2 ♖d4
55 ♖e1 ♖h4
56 ♖d2

Finally Timman turns his attention to the c-pawn.

56 ... ♖h2+
57 ♖c3 ♖h3+
58 ♖xc4 ♘xd6+

The dangerous d-pawn is eliminated.

59 ♖c5

During the game both players felt that 59 ♘xd6 ♖xd6 60 ♖a7 [38.7] should lead to a draw.

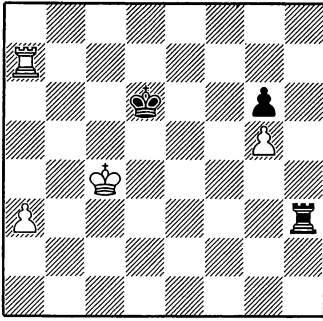


Diagram 38.7
Black to move

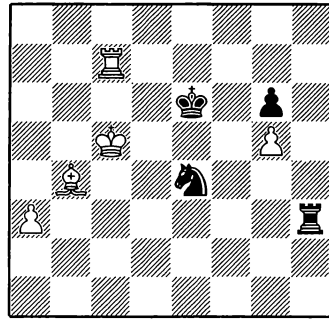


Diagram 38.8
White to move

But Black has to play carefully to prove that: 60...♖g3! (60...♔e5 61 ♖a5+ ♔f4 62 a4 loses; White simply pushes his a-pawn) 61 ♖a5 (61 ♖a6+ ♔d7 leads to draw, but not 61...♔c7? 62 ♖xg6 ♖xa3 63 ♔d5 ♔d7 64 ♔e5 ♔e7 65 ♖f6, because the white king goes to g6) 61...♖g4+ 62 ♔d3 (62 ♔b3 ♖g3+ 63 ♔b4 ♖g4+ and the king has to return) 62...♔e6! (It's important to keep the king close to the g-pawn. If the black king goes to the queen-side, White might exchange ♔a3 and ♔g6) 63 ♔e3 ♖c4 64 ♔f3 ♔d6! 65 a4 (65 ♖a6+ ♔e5 66 ♖xg6 ♔f5 67 ♖a6 ♔xg5 is drawn) 65...♔e6 66 ♔e3 ♖b4 67 ♔d3 ♖g4 68 ♔c3 ♖g3+ 69 ♔c4 ♖g4+. White can't go on. His king can't cross the fourth rank while his rook has to guard both the fifth rank and the a-pawn.

59 ... ♔e4+
[38.8]

60 ♔b5

After the loss of the ♔g5 White can only win if he shields the a-pawn against the sacrifice of the knight. I'm not sure whether the position can already be considered to be a draw. 60 ♔b6!? ♔xg5 61 a4 might be an improvement, after 61...♖b3 62 ♔b5 Black's rook needs quite some time to get to the eighth rank.

60 ... ♔xg5
61 a4 ♔f3

If 61...♔e4 then 62 a5 ♔d6+ 63 ♔a4 threatening ♖c6.

62 a5

Other moves:

I) 62 ♖c3 ♔d6 63 ♖c6+ ♔d7 64 ♖xg6 ♖h5+ 65 ♔b6 ♔e5 66 ♖xe5 (or else 66...♔c4+) 66...♖xe5 67 a5 ♖e1 with a draw.

II) 62 ♖c5!? looks promising, after 62...♔d2 63 a5 ♔b3 64 a6 ♔xc5 65 ♖xc5 White is winning. The black king is cut off along the sixth rank and can't support the g-pawn.

62 ... ♔d4+
63 ♔c4

There are two other moves with the king that deserve closer inspection:

I) 63 ♖a4 ♜h2 64 ♜c3 (other moves aren't dangerous: 64 a6? ♜a2+ 65 ♙a3 ♜xa3+ 66 ♖xa3 ♖b5+, 64 ♖a3? ♖b5+, 64 ♙a3 ♜h4 65 ♜c4 g5 66 ♙b4 ♖d7 and ...♖c6 or 64 ♜c4 ♜a2+ 65 ♙a3 ♖c2, with a draw in either case) 64...♜h8!? (64...♜a2+ 65 ♙a3 ♖c2 66 a6 ♖xa3 67 ♜xa3 ♜d2 68 a7 ♜d8 69 ♖b5 ♜a8 70 ♖b6 ♖f5 71 ♖b7 ♜xa7+ 72 ♜xa7 loses) 65 a6 g5 with a probable draw, e.g. 66 ♖a5 g4 67 a7 ♜a8 68 ♖b6 ♜xa7 69 ♜e3+ ♖f5 70 ♖xa7 ♖c6+.

II) 63 ♖b6 ♜b3 64 ♖c5 ♖c2 65 ♙d2 ♜d3. Black forces the rooks off: 66 ♙c1 ♜c3+ 67 ♖b6 ♜xc7 68 ♖xc7 ♖d5 69 a6 ♖d4 70 ♖b6 ♖c6 [38.9]

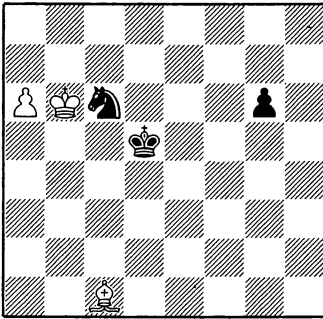


Diagram 38.9
White to move

71 ♙f4 g5! (Without g-pawn Black would lose, but now it can be sacrificed to get the king to either d7 or b5) 72 ♙g3 (or 72 ♙xg5 ♖d6 73 ♙f4+ ♖d7 74 ♙g3 ♖e7 75 ♖b7 ♖c6 76 ♙c7 ♖a7!) 72...g4 73 ♙h2 ♖e7 74 ♙f4 ♖c6 75 ♙g3 ♖e7 76

♖c7 ♖c6 77 ♙f2 g3! 78 ♙xg3 ♖c5 79 ♖b7 ♖b5 80 ♙c7 ♖c5 81 ♙g3 ♖b5 82 ♙e1 ♖d8+ with a draw.

63 ... ♜h4
64 ♙c5

On account of the many discovered checks White can't keep the a-pawn. 64 ♙e7 ♜f4 65 ♖d3 ♖b5 66 ♜b7 ♖d6, and Black secures the draw.

64 ... ♖c6+
65 ♖b5 ♖xa5

Mission accomplished, Black has eliminated the enemy pawn. At last, one can have a clear conscience when assessing the position as drawn. My only problem now was the pace at which I had to play: I had only twenty minutes left for all the remaining moves.

66 ♖xa5 g5!

Black quickly sacrifices the g-pawn. As I knew the defensive methods in an ending “♜ + ♙ v ♜” I decided to get rid of obstructing “details”.

67 ♖b5 g4
68 ♜g7 g3
69 ♜xg3 [38.10]

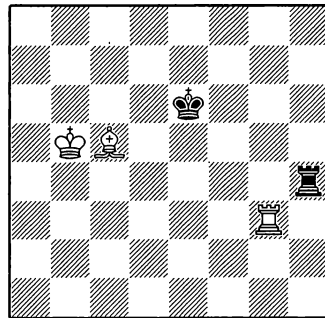


Diagram 38.10
Black to move

Now we reach the aforementioned endgame in its pure form. In *Secrets of Pawnless Endings* John Nunn devotes 62 pages to this material constellation, using Ken Thompson's computerized analysis. But in practice you don't need to have such an enormous knowledge to survive. To draw a position like the present one it's enough to know two defensive ideas: the Cochrane position and the seventh-rank defence. In the further course of the game we will encounter both methods.

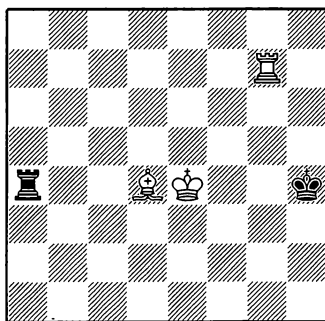


Diagram 38.11
White to move

A brief remark concerning chess history: Thompson's analysis led to the conclusion that in certain positions the stronger side can force a win in at most 59 moves. As a consequence FIDE expanded the 50-move rule to 75 moves in this special ending. However, a few years later this rule was revoked, i.e. after 50 moves without capture or pawn move either side can claim a draw.

69 ... ♖h1

It's usually a good idea to keep the rook far away from the enemy king.

70	♔c6	♚e1
71	♙d4	♚c1+
72	♙c3	♚d1
73	♞e3+	♔f5
74	♔c5	♚d8
75	♙e5	♞c8+
76	♔d5	♚a8
77	♞f3+	♔g4
78	♞f7	♚a5+
79	♔e4	♚a4+
80	♙d4	♔g5
81	♞g7+	♔h4

[38.11]

This is the Cochrane position. The black king is forced to the edge, but White's bishop is pinned. As soon as White's king unpins the bishop, Black's king flees to the other direction. 81...♔h5? 82 ♔f5 loses, as the bishop can't be taken.

82 ♔e5 ♔h3!

That's the point. In the same way 82 ♔e3 will be answered by 82...♔h5!. 82 ♞g8 ♚b4 or 82 ♚d7 ♔g4 don't help White either.

83 ♞g1 ♚b4

84 ♙e3 ♞g4

85 ♚a1

White can't prevent the black king from escaping.

85 ... ♔g2

86 ♙f4 ♞g8

87 ♚a2+ ♔f3

88 ♚a3+ ♔e2

89 ♔e4 ♞e8+

90 ♙e5 ♞e7

91 ♚a2+ ♔e1

Once again we encounter the Cochrane position, rotated by 90 degrees.

92 ♔d4 ♔f1!

93 ♙f4 ♞e2

- | | | |
|-----|-----|-----|
| 94 | ♖a8 | ♞e7 |
| 95 | ♜d3 | ♜g2 |
| 96 | ♞f8 | ♞e6 |
| 97 | ♞f7 | ♞e8 |
| 98 | ♞e3 | ♞a8 |
| 99 | ♞c5 | ♞a4 |
| 100 | ♜e3 | ♞g4 |

This move doesn't lose, but 100...♜g3 101 ♞g7+ ♜h4 102 ♞d4 ♜h5! leads to the Cochrane position again. In a practical game it is easier to stick to one defensive scheme only.

- | | | |
|-----|------|-----|
| 101 | ♞d6 | ♞g6 |
| 102 | ♞f2+ | ♜h3 |
| 103 | ♞e5 | ♜g4 |
| 104 | ♜e4 | ♜h5 |
| 105 | ♞f6 | ♜g4 |

[38.12]

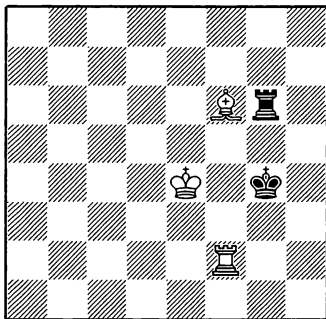


Diagram 38.12
White to move

Now Black applies the second important defence, the seventh-rank defence.

- 106 ♞f4+

After 106 ♞g2+ ♜h5 White's rook has to leave the g-file and Black's king can return to g4. The main defensive idea shows itself after 106 ♞f1 ♜h5 107 ♜f5 ♞g5+!. Giving check is the only move. The

rook can't be taken on account of stalemate and after 108 ♜e6 ♞g2 109 ♞f4 ♜g6 110 ♞h4 ♞e2+ 111 ♞e5 ♞g2 112 ♞h8 ♞g4 Black once again establishes the seventh-rank.

- | | | |
|-----|-----|-----|
| 106 | ... | ♜g3 |
| 107 | ♜e3 | ♜h3 |

Or 107...♞g8.

- | | | |
|-----|-----|------|
| 108 | ♞f5 | ♞g3+ |
| 109 | ♜f2 | ♞g2+ |
| 110 | ♜f1 | ♞c2 |
| 111 | ♞g5 | ♞c4 |
| 112 | ♞e5 | ♜h4 |
| 113 | ♞g8 | ♞e4 |

Or 113...♞g4.

- | | | |
|-----|------|-----|
| 114 | ♞g3+ | ♜h5 |
| 115 | ♜f2 | ♞a4 |

Now the king has to stay at the edge. Instead, 115...♞g4 and ...♜g6 is simpler. With the draw approaching also my concentration faded.

- | | | |
|-----|-------------|-----|
| 116 | ♜f3 | ♜h6 |
| 117 | ♞e5 | ♞b4 |
| 118 | ♞f4+ | ♜h7 |
| 119 | ♞g5 | ♞a4 |
| 120 | ♜g4 | ♞b4 |
| 121 | ♜f5 [38.13] | |

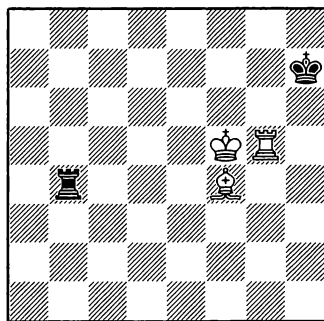


Diagram 38.13
Black to move

- | | | |
|-----|-----|-------|
| 121 | ... | ♞b5+? |
|-----|-----|-------|

After playing this move I claimed a draw because of the 50-move rule. Isn't it ironic that a losing move secures the draw? Strictly speaking Black should play 121...♖b6 (intending 122 ♙e5 ♖g6! 123 ♜h5+ ♜h6 124 ♖g5 ♖g6 125 ♜xg6 stale-mate) or 121...♜b1 122 ♙e5 ♜f1+, since after 121...♜b5+ White can win: 122 ♙e5 ♜b6 (Other moves lose in an even faster way: 122...♜a5 123 ♜h5+ ♖g8 124 ♙g6, 122...♜b7 123 ♜h5+ ♙g8 124 ♜h8+ ♙f7 125 ♜h7+, 122...♙h6 123 ♖g1 ♙h7 124 ♖g7+ ♙h6 125 ♜d7 ♜a5 126 ♜d1 ♙h7 127 ♜d8) 123 ♖g7+ ♙h6 124 ♖g8 ♙h5 [38.14]

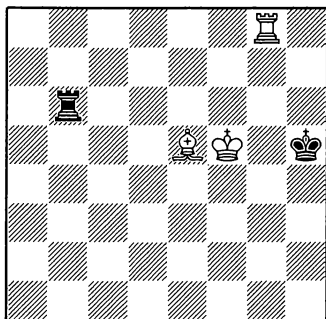


Diagram 38.14
White to move

This is the most important winning position, which has been analysed by Philidor back in 1749. Black's defence consists of checks from the rear. By subtle manoeuvring White forces the black rook from the b-file (where it is placed best) to the a-file and then to the c-file (where it is placed worst): 125 ♖g2 ♜b4 126 ♖g1 (a waiting move, Black's rook has to leave the b-file) 126...♜a4 (126...♜c4 127 ♖g5+

♙h4 128 ♖g7 ♙h3 129 ♖g3+ ♙h4 130 ♜d3 ♙h5 131 ♙d4 ♙h4 132 ♙f6+ leads to a faster mate) 127 ♖g7 ♜a6 128 ♙c7! (a surprising move, now the rook can't go to a5 anymore) 128...♜c6 (128...♙h6 129 ♜d7 ♙h5 130 ♜d3 ♜a4 131 ♙d8! ♙h6 132 ♜d7 ♜a6 133 ♙g5+) 129 ♙f4 ♜c5+ 130 ♙e5 ♜c6 131 ♖g5+ ♙h6 (after 131...♙h4 132 ♖g2 White controls the c3 square) 132 ♖g3 ♙h7 133 ♖g7+ ♙h6 134 ♜d7 ♙h5 (or else 135 ♙f4+) 135 ♙d6! ♙h6 136 ♙f4+ ♙h5 137 ♜h7+ ♜h6 138 ♜xh6 mate.

Endgame 39

U.Andersson-C.Lutz
Pamplona 1997
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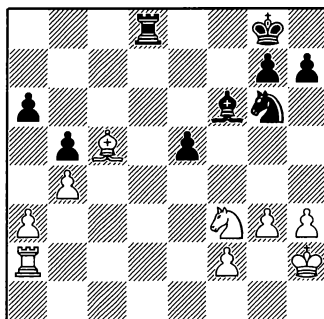


Diagram 39.1
Black to move

Analyse the game.

35...♙f8 36 ♙d2 ♙e6 37 ♙e4
♙xc5 38 ♙xc5 ♜d6 39 a4 ♙e7 40
axb5 axb5 41 ♜a7 ♙f7 42 ♜b7
♜d5 43 ♙g2 h5 44 ♜xb5 e4 45 ♙f1
♜d1+ 46 ♙e2 ♜b1 47 ♙e3 g6 48
♜b7 ♙e8 49 ♙a6 ♜e1+ 50 ♙d2

♖b1 51 ♘c7+ ♘d7 52 ♘d5+ ♘c6
 53 ♖xe7 ♘xd5 54 ♖d7+ ♘e6 55
 ♖b7 ♘d5 56 ♖d7+ ♘e6 57 ♖g7
 ♖xb4 58 ♖xg6+ ♘f5 59 ♖c6 ♖b2+
 60 ♖c2 ♖b5 61 ♘e3 ♖b3+ 62 ♘d2
 ♖d3+ 63 ♘e2 h4 64 ♖c5+ ♘f6 65
 ♖c6+ ♘g5 66 ♖c5+ ♘f6 67 gxf4
 ♖xh3 68 h5 ♘e6 69 ♖a5 ♘f6 70 h6
 ♘g6 71 ♖a6+ ♘h7 72 ♖e6 ♖a3 73
 ♘f1 ♖b3 74 ♘g2 ♖a3 75 ♖xe4
 ♘xh6 76 ♖g4 ♖b3 77 f3 ♖b8 78
 ♘g3 ♖a8 79 ♘h4 ♖a3 ½-½

Commentary

The diagrammed position doesn't promise anything good for Black. The ♠e5 is weak and blocks the black minor pieces, while the white knight is ready to jump to e4. Supported by the ♙c5 and the ♖a2 White might start an attack at the queenside with a3-a4. If you add Ulf Andersson's well-known endgame technique it's easy to understand why I was rather pessimistic.

35 ... ♘f8?

Black wants to take on c5, thus destabilizing the ♙c5. But now it's the white knight which comes to c5. In view of the weakness a6 this is rather unpleasant. Better is 35...e4 36 ♘d2 ♖e8. The white knight can't go to e4 and Black's pieces become active, ...♘e5-d3 is already threatened. After 37 ♘g2 ♘g5! 38 h4 ♙h6 Black intends trading off his weak e-pawn with ...e4-e3. If then 39 ♘f1 or 39 ♘b3 Black has 39...♘e5 and ...♘d3. Black has an almost equal game.

36 ♘d2 ♘e6
 37 ♘e4

Apart from a3-a4 White intends ♘xf6+ and ♙e7.

37 ... ♘xc5
 38 ♘xc5

Though the position is rather open, White's knight is stronger than Black's bishop. It's the ♠e5 which is to blame.

38 ... ♖d6
 39 a4 ♙e7?

Black only needs the additional move ...♖c6 to be out of trouble. But it's White's turn and he can force the win of a pawn. Anyway Black is already hard-pressed:

I) 39...♖b6 40 axb5 axb5 avoids losing a pawn, but after 41 ♖a7 followed by ♘g2-f3-e4-d5 Black's passive pieces give him a big headache. Please note that the black bishop is placed awkwardly, ...♙g5 (with the threat of ...♙d2) can be countered by ♘e4.

II) 39...bxa4 is the appropriate move. Black immediately sheds the ♠a6 in return for some activity: 40 ♖xa4 ♖d4 41 ♘xa6 ♙e7. Now I don't see anything better for White than 42 ♖a5 ♙xb4 43 ♖xe5 ♙d6 44 ♖a5 [39.2]

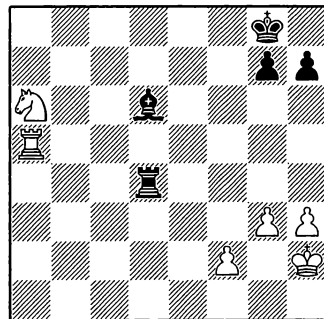


Diagram 39.2
 Black to move

White will have to allow the exchange of knight and bishop. In the resulting rook ending White can play on for many more moves, but without any realistic winning chance. In a bad position it's sometimes suitable to give up material in order to transpose into a defensible ending. Compare the note to the next move.

40 axb5

The position after Black's 39th move has been played out in a training game between Christian Wilhelmi and Arnd Lauber. Both players had one hour to finish the game. Wilhelmi chose the weaker 40 ♖g2?!, after which Black liquidated to a draw in the aforementioned way: 40...bxa4 41 ♙xa4 ♜d4 42 ♜xa6 ♖f7 43 ♖f3!? (White plans 44 ♖e3 and f2-f4 to uproot the ♜d4. 43 ♙a5 ♖xb4 44 ♙xe5 ♖d6 leads to the endgame we already looked at) 43...h5 44 ♙a5!? (44 ♖e3 h4) 44...♖xb4 45 ♙xe5 ♖d6 46 ♙xh5!? (leading to a draw as well) 46...♙a4 47 ♜c5 ♙a5 48 ♜e4 ♙xh5 49 ♜xd6+ ♖e7 50 ♖g4 ♙e5 and some moves later the game was drawn. White has no more winning chances.

40 ... axb5
41 ♙a7 ♖f7?

This move is as bad as it looks. It's not only that Black pins himself, it's also the fact that the ♖f7 can be checked from d6, e5 or g5. 41...♖f8 is the natural choice: 42 ♙b7 ♜d2 43 ♖g2

1) 43...♖xc5 44 bxc5 ♜c2 (44...♙b2? 45 c6) 45 ♙xb5 leads to a difficult rook ending, White will continue with ♙b8-c8.

II) 43...♙b2 is better. 44 ♜d7 (if White wants to achieve anything substantial he has to keep the minor pieces on the board) 44...♖xb4 (or 44...♖d6 45 ♙b6 ♖xb4) 45 ♙b8+ ♖f7 46 ♜xe5+ ♖e7 (46...♖e6 47 ♜d3 ♙b3 48 ♜f4+ or 46...♖f6 47 ♙xb5 ♖c3 48 ♜g4+ result in the same type of position) 47 ♙b7+ ♖f6 48 ♙xb5 ♖c3 49 ♜g4+ [39.3]

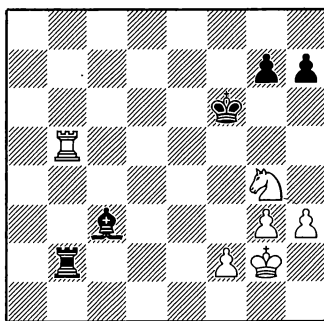


Diagram 39.3
Black to move

Once again we encounter an ending “3♙ v 2♙ on the same side”, but this time with minor pieces. This increases White's winning chances as knights are stronger than bishops when fighting on one wing only. Nevertheless Black should be able to draw. However he shouldn't wait passively but instead strive to place his pawns on g6 and h5. For a better understanding of the position I refer to the chapter “♙ + ♜ + 4♙ v ♙ + ♖ + 3♙ on the same wing” of *Winning Endgame Technique*, of special interest are the games D.Yanofsky-R.Fischer (Stockholm interzonal 1962) and A.Beliavsky-A.Yusupov (USSR 1980).

42 ♖b7 ♘d5!?
[39.4]

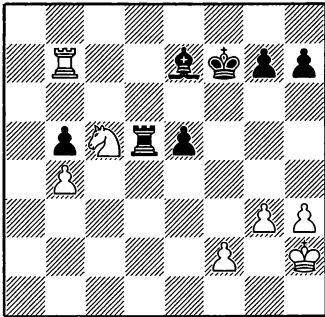


Diagram 39.4
White to move

The rook looks rather clumsy on d5, but actually Black sets a little trap.

Alternatives:

I) 42...♗d1 43 ♖xb5 ♖b1 44 ♖b7 leaves White a pawn up. The line 44...e4? 45 ♘xe4 ♖xb4? 46 ♘d6+ shows the bad placement of the ♖f7.

II) 42...♗d2 43 ♖g2 ♖b2 44 ♘d3 and once again the ♖f7 is utterly misplaced.

43 ♖g2!

White looks through his opponent's intentions. Andersson acts according to the principle "Don't hurry", since Black can't do much anyway. 43 ♖xb5? e4 allows black counterplay with ...♗e5 and ...e4-e3. Exchanging the e- and f-pawns is favourable for Black as then the white kingside is vulnerable and the position is opened up completely. Along the diagonal b8-h2 the bishop can become active, it can stop the b-pawn and attack the ♘g3 at the

same time. Black shouldn't lose then.

43 ... h5

Black prepares ...h5-h4 to either trade off pawns or to fix the ♘h3. Otherwise it's difficult to suggest a constructive move.

44 ♖xb5?!

White pockets an extra pawn, but I wonder whether he (in analogy to 43 ♖g2!) can improve his position even further. In this respect 44 ♖f3!? or 44 h4!? should be preferred. After the text the e-pawn can advance and Black gets some activity.

44 ... e4

45 ♖f1

Now 45...♗e5 can be defused by 46 ♖e2, therefore Black plays differently.

45 ... ♗d1+

46 ♖e2 ♖b1

...♗xc5 isn't a threat yet (the ♘h5 is unprotected), but ...♖b2+ is in the air.

47 ♖e3

Should lead to a draw only, but other choices aren't more promising:

I) 47 h4 ♖b2+ 48 ♖e3 g5 exchanges some pawns.

II) 47 ♖b7 ♖e8 48 ♖b6 ♖b2+ 49 ♖e3 ♗g5+ isn't very effective either. The white kingside is vulnerable.

47 ... g6?

But this move is way too passive.

I) 47...♖xb4 48 ♖xb4 ♗xc5+ 49 ♗d4 is just lost.

II) 47...♗xc5+ 48 ♖xc5 ♖xb4 49 ♖xh5 followed by h3-h4 and ♖g5-d5-d4 is won for White as well.

III) 47...h4 is the right move: 48 ♖b7 (48 gxh4 ♙xc5+ 49 ♜xc5 ♜xb4 or 48 g4 ♙xc5+ 49 ♜xc5 ♜xb4 both lead to a drawn rook ending. Black will exchange the ♗e4 against the ♖h3) 48...♙e8 49 ♜b6 (what else ?) 49...♜h1 50 ♗xe4 hxg3 51 fxg3 ♜xh3 and Black attains the draw with little effort only.

48 ♖b7 ♙e8
[39.5]

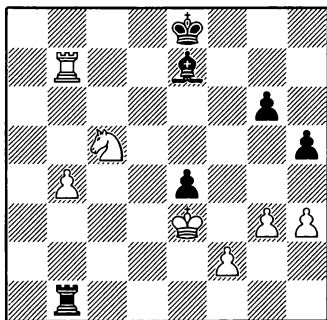


Diagram 39.5
White to move

49 ♗a6?

There is the well-known saying about the knight at the edge. In this case it proves valid once again, Black gets the breather he desperately needs. Instead, 49 ♜b6 wins. Black can't play neither 49...♜xb4 50 ♜xb4 ♙xc5+ 51 ♜d4 nor 49...♙xc5 50 bxc5, and after 49...♜e1+ 50 ♙d4 (or 50 ♙f4) the loss of the ♗e4 can't be avoided.

49 ... ♜e1+
50 ♙d2

If White advances the king, his kingside pawns become vulnerable after both 50 ♙d4 ♙f6+ and 50 ♙f4 ♙d6+, followed by ...e4-e3.

50 ... ♜b1

The intention is 51...♜b2+ 52 ♙e3 ♙g5+.

51 ♗c7+ ♙d7

It looks strange to move the king into a discovered check, but Black takes away the e6 square from the knight. During the game I considered 51...♙d8 as too passive:

I) 52 ♗d5 ♙g5+ 53 ♙e2 (53 ♙c3 h4 54 g4 ♜h1) 53...h4 54 g4 ♜b3 55 ♜g7 ♜d3 56 ♗e3 ♜d6 gives Black good chances to save the game.

II) 52 ♗e6+ is stronger. 52...♙e8 53 b5 ♙b4+ 54 ♙e3 (54 ♙e2? ♜e1# or 54 ♙c2 ♜f1 55 ♙b3 ♙d6 are worse) 54...♜e1+ 55 ♙d4 ♜e2 56 ♗g5 ♜xf2 57 ♗xe4. Though Black managed the favourable exchange of the ♗e4 and the ♖f2, he is still much worse in view of the excellently placed white pieces.

52 ♗d5+

White transposes to a rook ending which seems to be drawn. But I don't see anything better.

52 ... ♙c6
53 ♜xe7 ♙xd5

[39.6]

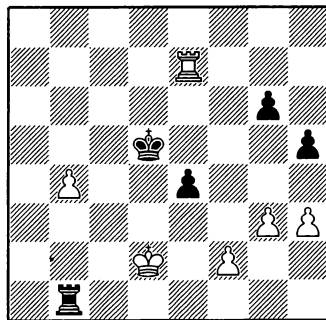


Diagram 39.6
White to move

54 ♖d7+

Black has to watch both the ♖b4 and his kingside. For that reason he shouldn't allow his king to be cut off.

54 ... ♔e6

It is weaker to move the king elsewhere:

I) 54...♔e5 55 ♔c3 followed by ♖d2 wins, as the ♔e5 is cut off from the ♖b4.

II) 54...♔c6 55 ♖d4, and White wins again. This time the king is cut off from the kingside.

III) 54...♔c4 isn't too promising either, e.g. 55 h4 ♖xb4 56 ♔e3 ♔c5 57 ♖d2 ♖a4 58 ♔f4 ♖d4 59 ♖e2 and ♔g5.

55 ♖b7 ♔d5

55...♔e5? abandons control over c4: 56 ♔c3 ♖f1 57 ♖f7 e3 58 ♖e7+ with a win.

56 ♖d7+ ♔e6

57 ♖g7 ♖xb4

57...♔f6? 58 ♖b7 ♔e5 leads to the previous note.

58 ♖xg6+ ♔f5

[39.7]

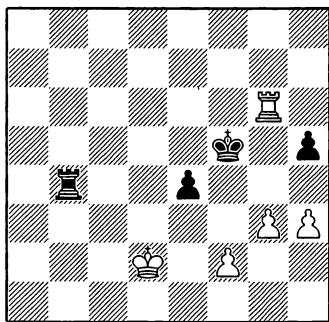


Diagram 39.7
White to move

Usually a rook ending “3♖ v 2♖ on one side” is drawn comfortably. But as his pawn structure is torn apart Black still has to be careful. It helps him that the drawish endgame “♖ + f-pawn + h-pawn v ♖” might arise.

59 ♖c6 ♖b2+

An impulsive check in time trouble, though it doesn't do any serious damage. Alternatively Black can play 59...♖b5:

I) 60 h4 ♖b2+ (now this check is possible) 61 ♖c2 (or 61 ♔e3 ♖b3+ 62 ♔e2 ♖b2+ 63 ♔f1 e3 64 fxe3 ♔g4 65 ♖g6+ ♔f3) 61...♖xc2+ 62 ♔xc2 ♔g4 63 ♔d2 ♔f3 64 ♔e1 e3 65 fxe3 ♔xg3 leads to a draw.

II) 60 ♖c3 h4 (the ♖h3 is blocked mechanically) 61 ♔e3 ♔e5 62 g4 (after 62 gxh4 ♔f5 Black succeeds in exchanging his e-pawn against one h-pawn) 62...♖a5 63 f4+ exf3 64 ♔xf3 (The ♖h4 appears weak, but Black can defend) 64...♖a2 65 ♖c5+ ♔f6 66 ♖h5 ♖a3+ 67 ♔g2 ♔g7 68 ♖xh4 ♖a5 [39.8]

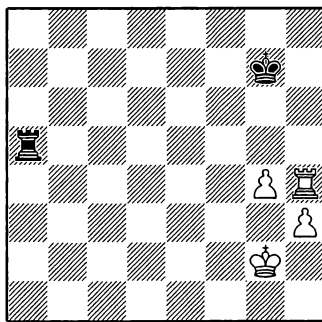


Diagram 39.8
White to move

The ♖h4 won't see the light of day again. If White's king

approaches, Black checks from the side.

60 ♖c2 ♜b5
61 ♔e3

Easing Black's defence. In my earlier analysis I considered 61 h4! to be more poisonous. White plans playing ♖c3, ♔e2-f1-g2 and then ♜c6-h6, winning the Δh5. Black has to watch out: 61...♞a5 62 ♜c3 ♞b5 63 ♔e2 (63 ♔e3 ♞a5 doesn't help) 63...♞a5 64 ♔f1 [39.9] (64 ♜c6 or 64 ♜c1 permits 64... ♞a2+ 65 ♔f1 e3 66 fxe3 ♔g4)

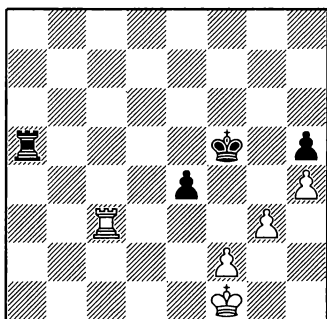


Diagram 39.9
Black to move

Now Black shouldn't allow his king to be cut off from his pawns.

I) 64...♞b5? is a mistake. 65 ♔g2 ♞a5 (65...♞b2 66 ♜c5+ ♔g6 67 ♜g5+ ♔h6 68 ♔f1 and ♞e5, ♔e2-e3, 65...♞b1 66 ♜c6 intending ♜h6) 66 ♜c6 ♔e5 67 ♜h6 ♔d4. The rook protects the Δh5, but the king is cut off. White may put his rook to f8 and play g3-g4, ♔g3. Black is facing difficulties.

II) 64...♞a1+ (the correct choice) 65 ♔g2 ♔g6. As now White's king is trapped the black king retreats before White continues with ♜c6-h6. I

don't see a win for White, e.g. 66 ♜c6+ ♔g7 67 ♞e6 ♞e1 68 ♞a6 ♞b1 69 ♞a4 ♞e1 70 ♞a3 ♞b1 71 ♞e3 ♞b4.

61 ... ♞b3+
62 ♔d2 ♞d3+
63 ♔e2 h4

Trading off another pair of pawns secures the draw.

64 ♜c5+ ♔f6
65 ♜c6+ ♔g5
66 ♜c5+

Or 66 f4+ ♔f5 67 ♜c5+ ♔f6.

66 ... ♔f6
67 gxh4 ♜xh3

[39.10]

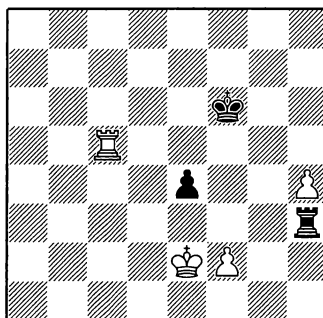


Diagram 39.10
White to move

68 h5 ♔e6
69 ♞a5 ♔f6
70 h6 ♔g6
71 ♞a6+ ♔h7
72 ♞e6 ♞a3
73 ♔f1 ♞b3
74 ♔g2 ♞a3
75 ♜xe4 ♔xh6
76 ♜g4 ♞b3
77 f3 ♞b8
78 ♔g3 ♞a8
79 ♔h4 ♞a3
½-½

Endgame 40

C.Lutz-A.Karpov

Dortmund 1993

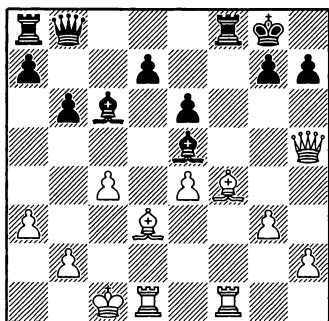
Earlier publications: *SCHACH* 6/93,*Informant* 57/492 (A.Karpov),*NIC Magazine* 4/93 (A.Karpov).

Diagram 40.1

Black to move

Analyse the game.

21...♖xf4 22 gxf4 ♕xf4+ 23 ♖b1
 ♗e5 24 ♗xe5 ♕xe5 25 h3 a5 26 b3
 d6 27 ♗d2 ♕e8 28 ♖c2 ♕g6 29
 ♗df2 ♗c8 30 ♖d1 ♕d4 31 ♗a2
 ♗c5 32 ♗g2 ♗h5 33 ♗f3 ♕e8 34
 ♖c2 g6 35 ♕e2 ♗e5 36 ♕d3 ♖g7
 37 ♗g4 g5 38 ♗f1 ♕c5 39 ♖b2
 ♕g6 40 h4 gxh4 41 ♗xh4 ♗g5 42
 ♗h2 ♗g3 43 ♕c2 ♕d4+ 44 ♖c1 a4
 45 bxa4 ♗xa3 46 ♖d2 ♗g3 47 ♕d3
 ♗g5 48 ♗fh1 ♕e5 49 ♗h3 ♕d4 50
 ♗h2 ♗g3 51 ♗f1 ♕f6 52 ♗b1
 ♕g5+ 53 ♖c2 ♕e3 54 ♗a1 ♕g1 55
 ♗d2 ♖f6 56 a5 bxa5 57 ♗xa5 ♕c5
 58 ♗a1 ♖e5 59 ♗f1 ♕g1 60 ♗dd1
 ♕e3 61 ♗f8 ♗g2+ 62 ♖b3 ♗h2 63

♕b1 ♕h5 64 ♗e1 ♕f2 65 ♗f1 ♕c5
 66 ♗e1 ♕e2 67 ♕a2 ♗h3+ 68 ♖b2
 ♕a3+ 69 ♖a1 ♕d3 70 ♕b1 ♕b4
 71 ♗c1 ♕d2 72 ♗d1 ♕c3+ 73 ♖a2
 ♕xc4+ 74 ♖a3 ♕e2 0-1

Commentary

It's well-known that young chess players tend to be rather optimistic. This exaggerated self-confidence is based on a strong belief in one's own abilities and an underestimation of the opponent. Only through defeats against stronger players can one's own limitations be fully understood and youthful energy change into a more mature understanding of the game. The present game is one of those painful defeats. After having understood about my complete ignorance I learned a lot from the analysis.

After 21 moves a position arose that I assessed as quite promising. I envisaged lines like 21...♕xf4 22 gxf4 ♗xf4 23 e5 g6 24 ♕xg6 with a crushing attack. However, Karpov's reply put an abrupt end to my dreams.

21 ... ♗xf4!
 Effectively stopping White's initiative.

22 gxf4 ♕xf4+
 23 ♖b1 ♗e5
 Centralizing the queen. White can hardly avoid an exchange.

24 ♗xe5 ♕xe5
 [40.2]

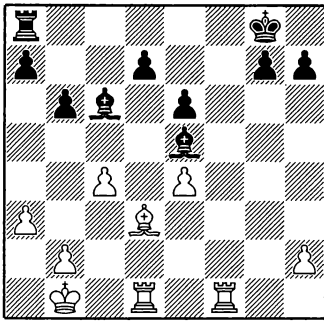


Diagram 40.2
White to move

Now it's time to take stock. How to assess the present position? In return for the sacrificed exchange Black has a pawn and a black-squared bishop which has no counterpart. Furthermore the ♕d3 is a sorry sight, it is boxed in by the pawns on c4 and e4. Therefore Black obviously has compensation for the slight material deficit. This had been my assessment during the game. However, I didn't realize the fact that Black even has winning chances. I expected Black to exchange rooks with ...♖f8 and then to put his king on e7. Black then occupies a fortress. But Karpov demonstrates that Black can avoid the exchange. His rook can become active via the fifth rank while White's rooks don't have anything to bite on.

It is interesting to see the white position deteriorate until defeat

becomes inevitable. In the course of the game White only looked for his own resources, completely forgetting about his opponent.

25 h3

Advancing the attacked pawn weakens the g3 square and denies the white bishop the h3 square. This detail is rather insignificant, but it might become more important, compare the note to White's 27th move, line II. After 25 ♖d2 play can develop in a similar way, e.g. 25...d6 26 ♖df2 ♕f6 27 ♖g2 ♕d4 and ...♕e8-g6. After a possible ...♖c8-c5-h5 White might be forced to advance the h-pawn anyway.

25 ... a5!?

Apparently 26...a4 is a threat ...

26 b3?!

... and White gives in to the threat.

I wanted to keep the option of playing b3-b4, but this move only opens up the a-file for the black rook. On the other hand 26 b3?! has serious drawbacks: the ♕d3 is restricted even further and White loses control over the squares c3 and a3. The threats ...♕c5 or ...♕b2 are in the air. Preferable is 26 ♖f3. The ♖b2 can easily be protected by the king and ...a5-a4 shouldn't be feared, viz: 26...a4 27 ♖df1. Black tries to activate his bishop by means of ...d7-d6 and ...♕e8, but then the ♖a4 proves susceptible to attack. If Black activates his rook via a5, he can't avoid playing ...d7-d6 on account of his weak back rank: 27...♕f6 28 ♖g3

(threatening ♖xf6) 28...♔h8!?
 (28...♙d4 29 ♖gf3) 29 ♖e3 ♖a5? 30
 e5 and only Black has problems.

26 ... d6!
 [40.3]

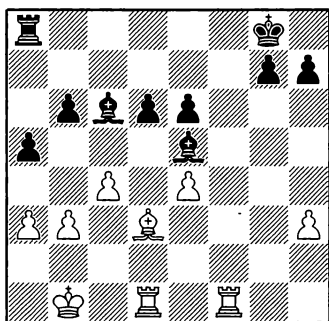


Diagram 40.3
 White to move

A very strong move. According to Karpov's commentary in *NIC Magazine* there are three important considerations:

1. On the queenside, the ♙c6 has no future. Neither ...a5-a4 nor ...b6-b5 are viable options.

2. After the transfer to g6 the bishop can pressurize against White's centre and kingside.

3. The ♗e6 can't be attacked as the ♙d3 is tied to the defence of the ♗e4.

27 ♖d2

In the further course of the game White remains passive, therefore one might wonder about more active continuations:

I) 27 ♖c2 (White centralizes his king. By means of e4-e5 he sacrifices his weak pawn and exchanges his bishops) 27...♙e8 28 ♖b1 (To prevent ...♙b2. Of course White can play a3-a4 at any moment, but then

his structure is ruined completely) 28...♙g6 29 ♖d2 ♙d4 30 e5?! ♙xd3 31 ♖xd3 ♙xe5 32 ♖be1 h6. After ...♖e8, ...♙f6, ...♖f7-e7 Black is clearly better. Thus 30 e5?! is no feasible continuation.

II) 27 ♖de1!? (White plans ♙e2-g4, to pressurize against e6. Playing ...e6-e5 would be a major concession by Black as this reduces the black-squared bishop's sphere of activity) 27...♙e8 28 ♙e2 ♙g6 29 ♙g4 ♖e8 30 ♖a2 (30 h4 only creates a weakness after 30...h5 and ...♙f6) 30...h5 31 ♙e2 ♖h7. Black still enjoys the initiative, but he committed himself to playing ...h7-h5. Later on we will appreciate the power of the construction b♙g6 + ♗h7. Looking at this line it makes sense to reconsider 25 ♖d2!?. White's bishop might then use the h3 square.

27 ... ♙e8
 28 ♖c2 ♙g6
 29 ♖df2 ♖c8
 30 ♖d1?!

Here the king is misplaced. There might arise a pin along the diagonal d1-h5 and the ♗a3 needs protection. That's why 30 ♖b1 is stronger.

30 ... ♙d4
 31 ♖a2?!

Another move short of talent. White anticipates ...♙c5, but the main threat is ...♖c5. 31 ♖g2 is better and only after 31...♙c5 White replies 32 ♖a2.

31 ... ♖c5
 32 ♖g2

Forced in view of 32 b4? ♖g5 with a clear black advantage (Karpov). At this moment I offered a draw. Karpov refused without

saying a word and I finally understood what's going on.

32 ... ♖h5
33 ♜f3 [40.4]

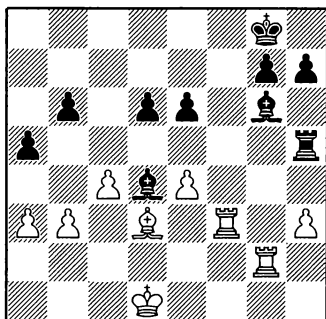


Diagram 40.4
Black to move

33 ... ♙e8!?

Karpov chooses a plan which involves the advance of the g-pawn, that's why the ♙g6 has to leave its post. Black has other choices, but against accurate defence these tries aren't more effective:

I) 33... ♜e5 (attacking the ♖e4) 34 ♜fg3. White pins the ♙g6 and intends exchanging rooks with ♜g5. This would be a major success for White. Now 34... ♙c5 35 a4 ♜h5 can be answered by 36 e5 ♙xd3? 37 ♜xg7+ and mate.

II) 33... ♜h4 34 ♜g4 ♜h6!? (threatening ... ♙h5, but White can exploit the weak back rank) 35 ♜gf4 (with a mating threat) 35... ♙f6 36 ♙c2 and Black didn't achieve anything.

III) 33... ♙c5 (provoking a3-a4, but White can create counterplay) 34 b4 axb4 35 axb4 ♙xb4 36 ♜b2 ♙a5 (36... ♙c5 37 ♜a2 h6 38 ♜a8+ ♙h7 39 ♜ff8 even loses) 37 ♜bf2

h6 38 ♜g2 (38 ♜f8+? ♙h7 39 ♜d8 ♜xh3 40 ♜xd6 ♙b4 is clearly advantageous for Black) 38... ♜g5 (38... ♙e8 39 ♜gf2, 38... ♙h7 39 ♜fg3) 39 ♜xg5 hxg5 40 ♜g3 and after the loss of the g-pawn neither side can win.

34 ♙c2 g6

35 ♙e2

35 ♜g4 intending ♜gf4-f8 has to be considered. Black might continue with 35... ♜c5 36 ♜gf4 ♙g7 and ...g6-g5.

35 ... ♜e5

36 ♙d3 ♙g7

37 ♜g4

On account of ♜gf4 Black is obliged to play ...g6-g5, but that's his idea anyway. Therefore 37 ♜f1!? (intending 37...g5 38 h4) is an option.

37 ... g5

38 ♜f1

38 h4? ♙h5 isn't feasible, but 38 ♜fg3!? (Karpov) eases White's defence considerably: 38...h6 (38... ♙f6 39 h4 gxh4? 40 ♜f3+ ♙e7 41 ♜g7+ only troubles Black) 39 h4 ♙h5 40 ♜f4 [40.5].

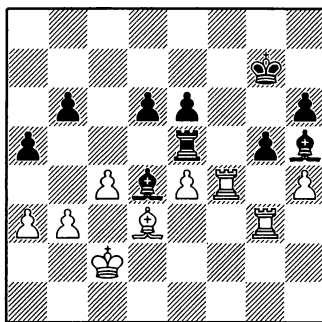


Diagram 40.5
Black to move

White will play 41 hxg5 next move, after which Black has to exchange rooks or recapture with the h-pawn. In the latter case the $\Delta g5$ only serves to block the $\Xi e5$. White isn't worse then.

38 ... $\Delta c5$

39 $\Delta b2?$!

Karpov didn't like 38... $\Delta g6$ 39 b4 as then the $\Xi e5$ is boxed in. But now White has another chance of playing h3-h4: 39 h4 h6 (39... $\Delta xa3$ 40 $\Xi xg5+$ $\Xi xg5$ 41 hxg5 poses no problems) 40 hxg5 hxg5 41 $\Delta b2$ and Black can't make any progress.

39 ... $\Delta g6$ [40.6]

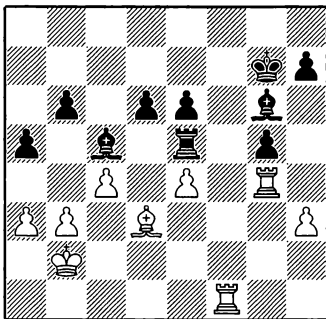


Diagram 40.6
White to move

40 h4?

White's previous play has been quite pointless, but this move is just wrong. White ignores the threat of 40... d5. There are better ways to defend:

I) 40 $\Delta c2?$ d5 41 cxd5 exd5 42 exd5 $\Xi e2$ 43 $\Xi c4$ (or 43 $\Xi c1$ $\Delta e3$) 43... $\Delta d3$ 44 $\Xi c3$ $\Delta d4$ and White loses material.

II) 40 $\Xi e1?$ $\Delta h5$ 41 $\Xi g2$ $\Delta f3$ followed by ...d5 isn't worth it either.

III) 40 $\Xi g3$ is playable: 40...h6 41 $\Xi gf3$ (White has to seek counterplay against the enemy king. Both 41 $\Xi g4?$ d5 and 41 h4? gxh4 42 $\Xi g4$ $\Delta h5$ 43 $\Xi h1$ (43 e5 $\Xi g5$) 43...h3 44 e5 $\Xi g5$ 45 $\Xi xg5$ hxg5 46 $\Xi xh3$ $\Delta xd3$ 47 $\Xi xd3$ dxe5 lead to a clear edge for Black) 41... $\Delta xe4$ (Other moves aren't better: 41... $\Delta h5$ 42 $\Xi g3$, 41...h5 42 $\Xi g3$ h4 43 $\Xi g2$, 41... $\Delta d4+$ 42 $\Delta c2$) 42 $\Xi f7+$ $\Delta g6$ 43 $\Xi lf6+$ $\Delta h5$ 44 $\Delta xe4$ (Not 44 $\Delta e2+$? $\Delta h4$ 45 $\Xi xh6+$ $\Delta g3$ and suddenly the black king is out of danger while his opposite number is in trouble) 44... $\Xi xe4$ 45 $\Delta c2$ (threatening $\Xi h7$) 45... $\Delta d4$ (45... $\Xi e2+$ 46 $\Delta d1$) 46 $\Delta d3$ d5 47 cxd5 exd5 48 $\Xi c6$. Due to the threat of $\Xi h7$ White keeps the balance.

IV) 40 $\Delta b1$ is the most solid move. Though White's position looks rather cramped, the game is about equal. 40... $\Delta d4+$ (40...h6 41 h4 gxh4 42 $\Xi xh4$ is better for White in comparison to the game. Black's pawn is already on h6 which is the reason that both $\Delta g6$ and $\Delta h6$ need protection. The game is equal) 41 $\Delta c1$ $\Delta e3+$ 42 $\Delta b2$ $\Delta c5$ (Black makes use of zugzwang ideas) 43 $\Xi g3$ (43 $\Xi h1$ is inferior. A fantasy line which demonstrates the activity of Black's bishops: 43... $\Delta h5$ 44 $\Xi g3$ $\Delta d4+$ 45 $\Delta c1$ $\Delta f2$ 46 $\Xi d3$ $\Delta c5$ 47 $\Delta b2$ $\Delta e2$ 48 $\Xi g3$ $\Delta f2$ 49 $\Xi g2$ $\Delta f3$ with a win. Of course White may play 47 a4, but then his queenside is fixed permanently) 43...h6 44 $\Xi g4$ and I don't see how Black can go on. After 44... $\Delta d4+$ 45 $\Delta c1$ $\Delta e3+$ 46 $\Delta b2$ $\Delta f4$ 47 h4 h5 48 $\Xi gxf4$ gxf4 49 $\Xi xf4$ the return of the exchange yields equality.

40 ... gxf4
 41 ♖xh4 ♖g5?!

On the wrong assumption that he hasn't yet reached the time control Karpov chooses only the second-best move. Activating the rook leads to a certain black advantage, but the better choice is 41...d5 (Karpov). In the *Informant* Karpov confines himself to the assessment "Black is winning". But playing ...d6-d5 sets the ♔d3 free, therefore one has to be sure that Black gets something substantial (i.e. a pawn) in return. It is important to calculate some lines: 42 cxd5 exd5 [40.7]

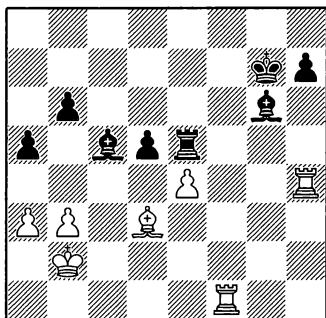


Diagram 40.7
 White to move

... and now:

I) 43 ♖ff4

A) 43...♙e7? leads nowhere after 44 ♖hg4 ♖h6 (44...h5 45 ♖xg6+ ♖xg6 46 exd5+, 44...♙g5 45 ♖f5) 45 ♖c3 ♙g5 46 ♖f1 dxe4 47 ♖d4 and only Black can be worse.

B) 43...♙e3 wins at least a pawn: 44 ♖fg4 (44 ♖f3 ♙g5; 44 ♖f5 ♙xf5 45 exf5 h6) 44...♙g5 45 ♖h2 h5.

II) 43 ♖e1 ♙f2 loses the exchange.

III) 43 ♖f5!? (Intending to return the exchange and trade off the f-pawn against the h-pawn afterwards. The resulting endgame should be defendable then. But this idea can't be realized) 43...♙d4+ (stronger than 43...♙xf5 44 exf5 after which White reaches the aforementioned endgame) 44 ♖a2 (44 ♖b1 ♙xf5 45 exf5 ♖e1+ and ...♙f6. White is lost as he can't win the ♖h7. 44 ♖c2 dxe4 or 44 ♖c1 ♙xf5 45 exf5 ♙e3+ and ...h7-h6 are no improvement) 44...♙xf5 45 exf5 ♙c3 46 b4 (46 f6+ ♖xf6 47 ♖xh7 ♖e1 48 b4 a4 49 ♙b1 ♖e2+) 46...♖e3 47 f6+ ♖xf6 48 ♙xh7 ♖g5. Black remains two pawns to the good, he is winning.

IV) 43 ♙c2 looks relatively best. 43...dxe4 44 ♖e1 e3 (44...♙f2 45 ♖hx e4 ♙xe4 46 ♖xe4. Trading off rooks leads to a draw and 46...♖h5 47 ♖e7+ ♖g8 48 b4 isn't promising either) 45 ♙xg6 hxg6 46 b4!?. In my opinion White should be able to defend though Black enjoys a distinct advantage. It seems to me that here Black's position is better than in the game, thus 41...♖g5?! is inaccurate.

42 ♖h2 ♖g3
 43 ♙c2 ♙d4+
 44 ♖c1 [40.8]

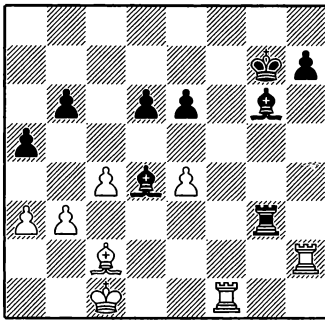


Diagram 40.8
Black to move

We enter a new stage of the game. Black's rook invades the enemy camp and can attack the weakened white queenside. Take a look at the construction $b\text{g}6+\text{h}7$: Pawn and bishop protect each other, that's the reason why Black shouldn't hurry to play $44...h5$. After $45 \text{f}h1 \text{c}h6$ $46 \text{d}1$ Black is forced into defence. Though the $\text{g}6$ attacks the $\text{e}4$ the pawn can't be taken: After e.g. $...e3$ and $...xe4$ White exchanges bishops and the combined attack of the two rooks wins the $\text{h}7$. On the other hand White can't simply play $e4-e5$, as then after $...xe5$ a exchange of bishops Black recaptures on $g6$ with the pawn. Of course Black likes to win the $\text{e}4$, but only if he doesn't have to make any concessions! Black has to look for other ways to improve his position. He would like to bring the king to $e5$, but the $\text{f}1$ prevents this undertaking. Therefore Karpov creates new targets to attack.

- | | | |
|----|---------------|--------------|
| 44 | ... | a4 |
| 45 | $\text{bxa}4$ | $\text{xa}3$ |

Now White has three weak pawns, but trading off pawns usually favours the defender. Furthermore White might either attack the $\text{b}6$ by means of $\text{a}1$ or exchange it by $\text{a}1$ and $a4-a5$.

- | | | |
|----|-------------|-------------|
| 46 | $\text{d}2$ | $\text{g}3$ |
| 47 | $\text{d}3$ | $\text{g}5$ |

Black manoeuvres to provoke additional concessions.

- 48 $\text{f}h1$

Now and later on White doubles rooks along the h-file. If the black king goes to $f6$, White might return the exchange on $h7$.

- 48 ... $\text{e}5$

$48...f6!?$ $49 \text{hx}7 \text{hx}7$ $50 \text{hx}7$ offers little winning chances: $50...g2+$ $51 \text{e}2 \text{e}5$ $52 a5!?$ (It is important to trade off pawns. Otherwise White still has difficulties) $52...bxa5$ $53 \text{h}5+$ $\text{xe}4$ $54 \text{h}4+$ $\text{e}5$ $55 \text{h}5+$ $\text{f}4$ $56 \text{h}4+$ $\text{e}5$ $57 \text{h}5+$ $\text{f}6$ $58 \text{xa}5 \text{c}5$ ($58...c3+$ $59 \text{xc}3 \text{xe}2$ $60 \text{a}6 \text{e}7$ $61 \text{a}7+$ $\text{d}8$ $62 \text{h}7$ is drawish as well) $59 \text{a}8 \text{f}5$ $60 \text{h}8$ [40.9] and White checks from the side. Black shouldn't win.

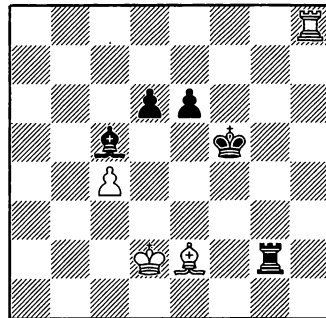


Diagram 40.9
Black to move

Certainly Karpov pondered on 48...♖f6, but decided that further manoeuvring might tire the enemy defence. And he was right!

49 ♖h3

49 ♖f2!? has to be considered, since 49...♙e8 50 ♖b1 ♙d4 51 ♖h2 ♙xa4 52 ♖bh1 loses the ♖h7.

49 ... ♙d4

49...♗g2+ is to no avail after 50 ♖e3 (or 50 ♖d1 ♖a2 51 ♙c2 with a slight black advantage according to Karpov) 50...♖a2 51 ♖b1 ♙h2 52 ♖xh2.

50 ♖3h2 ♗g3

51 ♖f1

White has scored a moral success—the position is the same as four moves before. Therefore Karpov tries something different.

51 ... ♙f6

52 ♖b1

52 ♖fh1!? ♙g5+ 53 ♖c2 ♖f6 54 ♖xh7 ♙xh7 55 ♖xh7 is less effective on account of 55...♗g2+ 56 ♖b3 (56 ♖c3 ♙d2+ 57 ♖d4? ♗g3) 56...♖e5 and the black king enters d4. In spite of the material equality White faces problems.

52 ... ♙g5+

53 ♖c2 ♙e3

54 ♖a1

White plays a4-a5. He can play differently:

I) 54 ♖f1 ♙g1 55 ♖h1 (55 ♖d2 ♙e8 56 ♖b3 ♙c6 might cause headaches) 55...♗g2+ 56 ♖c3 ♙h2 57 ♖f3 ♙e5+ 58 ♖b3. As now the white king is misplaced, it might be appropriate to play 58...h5!? and ...♖h6-g5.

II) 54 ♖bh1 (attacking the ♖h7) 54...♖f6 55 ♖c3 (with the double threat of 56 ♖h3 and 56 ♖xh7. 55

♖xh7 ♙xh7 56 ♖xh7 ♖e5 and ...♖d4 is rather awkward) 55...♙f4 56 ♖h3 (56 ♖xh7 ♙xe4) 56...♗g2 57 ♖xh7 ♙xh7 58 ♖xh7 ♙e5+ 59 ♖b3 ♖b2+ 60 ♖a3 ♖d2 61 ♙b1 ♙d4 and White still faces serious trouble.

54 ... ♙g1

55 ♖d2 [40.10]

After 55 ♖h1!? ♙d4 56 ♖af1 ♗g2+ 57 ♖c1 Black might finally play 57...h5. White isn't well-prepared for this advance, Black has a distinct advantage.

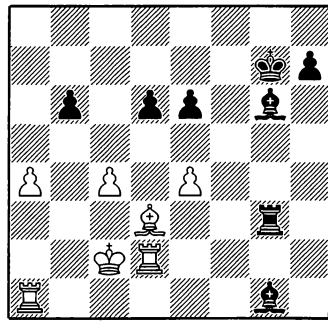


Diagram 40.10
Black to move

55 ... ♖f6?!

Centralizing the king is natural, but now White can equalize the game. Instead:

I) 55...h5 56 a5 bxa5 57 e5 dxe5 58 ♙xg6 ♖xg6 59 ♖xa5 with counterplay thanks to the passed c-pawn.

II) 55...♙d4!? (this looks better to me than 55...♖f6) 56 ♖a2 (56 ♖f1 ♙e8 57 ♖b3 ♙c6 58 ♖e1 ♖f6 and ...♖e5, 56 ♖b1 ♙e8 57 ♖b3 ♙c6 58 ♖e1 ♖f6 or 56 ♖h1 ♖f6 57 e5+

♙xe5 58 ♖b1 ♗g4 all lead to a black advantage) 56...♙f6 and ...♙e5. The push e4-e5 isn't feasible here, because the bishop can take on e5. After 57 a5 bxa5 58 ♖xa5 ♙c5 we transpose to the game with the exclusion of White's options 56 e5+ and 57 e5+.

56 a5?!

Now White could have got rid of both the ♖e4 and ♙d3 under favourable circumstances: 56 e5+ dxe5 (56...♙xe5 57 ♖e1+ ♙e3 58 ♙xg6 hxg6 59 ♖d3 ♙f4 60 ♖xd6) 57 ♙xg6 hxg6 58 a5 bxa5 59 ♖xa5 [40.11]

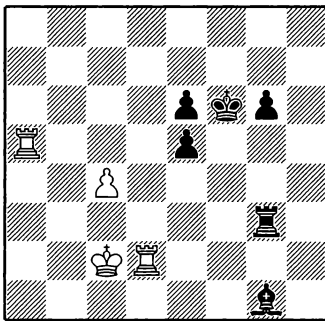


Diagram 40.11
Black to move

The c-pawn intends to advance, that's why Black should be content with repeating moves after 59...♙d4 60 ♖d3 ♗g2+ 61 ♖d2 ♗g3.

56 ... bxa5
57 ♖xa5?

It's still possible to sacrifice the e-pawn: 57 e5+ ♙xe5 (57...dxe5 58 ♙xg6 hxg6 59 ♖xa5 leads to the lines after 56 e5+) 58 ♖e1+ ♙e3 59 ♙xg6 hxg6 60 ♖d3 ♙f4 61 ♖xd6

e5 62 ♖f6+ ♙g5 63 ♖a6 ♙d4 64 ♖xa5 ♖c3+ (64...♙c3 65 ♖xe5+) 65 ♙d2 ♖xc4 66 ♙d3 ♖c3+ 67 ♙e4 ♙g4 68 ♖a6 g5 69 ♗g6 and White manages to draw.

57 ... ♙c5
58 ♖a1

Now it's too late to sacrifice: 58 e5+ ♙xe5 59 ♙xg6 hxg6 60 ♖a1 ♙f5 61 ♖d3 ♗g4 followed by ...e6-e5. Black is winning.

58 ... ♙e5
[40.12]

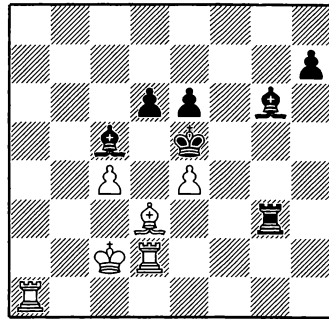


Diagram 40.12
White to move

Black has scored an important partial success, he has centralized his king. But since the material is reduced he still hasn't won. Now White should have asked himself: how can Black improve his position? Then White might have found out that Black intends to activate his ♙g6 via h5. Unfortunately I didn't ask myself this question and the game rapidly goes downhill.

59 ♖f1 ♙g1
60 ♖dd1 ♙e3
61 ♖f8?

Abandoning the h-file. Better is
61 ♖h1.

61 ... ♖g2+

62 ♜b3 ♖h2

Karpov seizes the opportunity.

63 ♙b1?!

63 ♖h8!? is better.

63 ... ♙h5

64 ♖e1 ♙f2

65 ♖f1 ♙c5

66 ♖e1 ♙e2

67 ♙a2?!

And now 67 ♖c1 (with the idea of
67...♖h3+ 68 ♖c3) is preferable.
Black should then advance his
passed pawn.

67 ... ♖h3+

Now it's over.

68 ♜b2 ♙a3+

69 ♜a1 ♙d3

70 ♙b1 ♙b4

71 ♖c1 ♙d2

72 ♖d1 ♙c3+

73 ♜a2 ♙xc4+

74 ♜a3 ♙e2

[40.13]

0-1

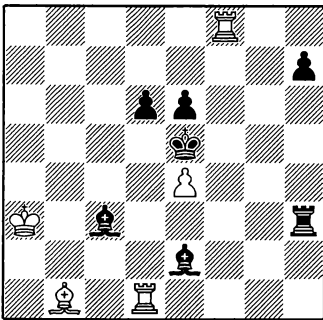


Diagram 40.13

White to move

After 7½ hours of playing I finally decided to end the suffering.

Endgame 41

J.Lautier-C.Lutz

Horgen 1994

Earlier publications: *Informant*
61/527, *Credit Suisse Masters*
Horgen 1994 (edited by H.Metz).

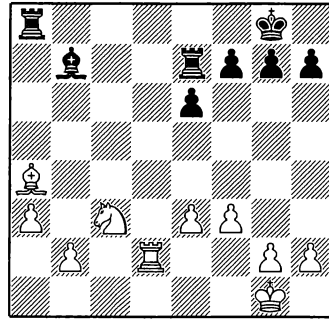


Diagram 41.1

White to move

Analyse the game.

31 ♙f2 g6 32 e4 ♖c7 33 ♖d4
♙a6 34 ♖d6 ♙c4 35 ♖b6 ♖d8 36
♜e1 ♜g7 37 ♙d1 h5 38 h4 ♖dd7
39 ♖b4 ♜f6 40 a4 ♜e5 41 a5 ♖d8
42 ♖b6 ♖a8 43 b4 ♖d8 44 ♙a4
♖d3 45 ♜b5 ½-½

Commentary

After a highly interesting middle-game an endgame with an uneven material balance arose. Black is the exchange up, but in return White has two passed pawns on the queen-side. How to assess the present position? In the joint analysis opinions differed. Joel Lautier thought he had a slight advantage. I myself considered White's position as clearly better, the passed pawns appeared too menacing. Viktor Korchnoi

regarded White's position as winning. Garry Kasparov (the tournament winner) assessed the mutual chances as equal, and after 35...♖d8 he even preferred Black's position. Thus we have four different views, who is right? After a lengthy analysis I think today that Kasparov's assessment is the most accurate. The game should result in a draw, but Lautier misplayed it and should have lost.

31 ♔f2

With time getting short Lautier hurried to play this move. This is a wise decision as obviously he has to centralize the king. Now it was my turn to find a move. As I deemed my position to be in danger I invested some time to ponder on general considerations. Unfortunately I couldn't grasp all subtleties of the position. At first I asked myself how to place the pieces. Putting the rooks on a8 and c7 suggests itself, that way the passed pawns are held back. The ♙b7 is blocked by the pawns on g2 and f3 (and later e4), but maybe it might seize the diagonal a6-f1 or it can be exchanged by ...♙c6. Another question that I couldn't answer correctly, however, is: How should the kingside pawns be arranged? For a correct answer it's necessary to look at the white minor pieces. At the moment their mobility is restricted by the pawns on e6 and f7, therefore Black shouldn't move these pawns. After ...e6-e5? the d5 square becomes accessible, while after ...f7-f6? or ...f7-f5? a white bishop on b3 might pressurize against the weakened ♖e6. But where to put the pawns on

g7 and h7 wasn't clear to me during the game.

31 ... ♔g6?

A rather strange move which has two disadvantages: Firstly, the square f6 is weakened. This might appear irrelevant, but we will encounter lines where White plays e4-e5 and ♖e4-f6. Possibly the white king might invade f6 via f4 and e5. Secondly (and this is more important) Black doesn't care about centralizing his king. The king might go to e5 via g7 and f6, but then he will be driven back by f3-f4+. In the game Black's king really takes up a powerful position on e5, but this is mainly due to White's optimistic play. 31... ♔f8 is the correct move, viz.: 32 e4 ♖c7 (threatening ...♖xc3) 33 ♙b5 ♔e7 34 a4 [41.2].

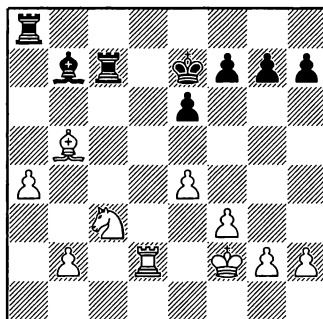


Diagram 41.2
Black to move

Black now has the choice between several ideas: For example he can initiate an exchange of bishops with 34...♙c6. Another choice is playing 34...g5, 35...h5, 36...g4 to soften up the a8-h1 diagonal and open up some lines for the rooks. Black has

sufficient counterplay then. It's difficult to say whether Black should agree to an exchange of rooks (either now by means of 34...♖d8 or after preparatory moves like 34...g5 and the exchange of bishops with ...♗a6 or ...♗c6 respectively). Exchanging rooks is a double-edged affair: On the one hand the white king might support the passed pawns, but on the other hand the remaining rook might enter the enemy camp. To demonstrate the mutual possibilities I give some lines: 34...g5 (This move is useful as it controls the f4 square; a white pawn on e5 can become vulnerable then. 34...♖d8 35 ♖xd8 ♗xd8 36 ♗e3 looks good for White, his bishop might support the passed pawns from e2 while the ♗b7 now is really bad) 35 ♗e3 ♗c6 (35...h5!? intending ...g5-g4 is an idea. Then White has to allow an opening of lines (which creates new options for the rooks) or (if he plays f3-f4 instead) he has to tolerate two far advanced pawns at g4 and h5. These two pawns are a kind of insurance for Black: Should he ever capture the ♖g2 or the ♖h2 he is in possession of a quick passed pawn) 36 ♗xc6 ♖xc6 37 ♖d3!? (37 e5? is risky as long as both black rooks are on board. After e.g. 37...♖c5 38 ♗e4 ♖b8 the ♖e5 is vulnerable) 37...♖d8!? (37...h5!? is possible here as well. 37...♖b8 38 ♗b5 ♖c2 39 ♗d4 doesn't help Black) 38 b4 and the white pawns are fast. I think that after 34 a4 the position is about even.

32 e4 ♖c7
Threatening ...♖xc3.

33 ♖d4?!

White parries the threat, but this move marks the beginning of a mistaken plan which only helps to worsen White's position. Lautier obviously regarded the ♗b7 as inferior to the ♗a4 and in the further course of the game he avoids the exchange of the bishops. White has several alternatives:

I) 33 ♗c2 ♗a6 34 e5 ♖b8 with counterplay against b2.

II) 33 ♗b5 ♖c6 has no effect.

III) 33...♗b5 is the most sober move. White accepts that Black might exchange bishops with ...♗a6. There might follow 33...♗f8 (Black's king goes to e7, thus 31...g6? turns out to be quite stupid) 34 ♗e3 ♗e7 35 a4 g5. We reach the same position as in the note to 31...♗f8, but with an extra tempo for White. This is of minor importance, the position should be equal here as well.

33 ... ♗a6

34 ♖d6

34 ♗e3 ♖b8, and the white rook has to return.

34 ... ♗c4[41.3]

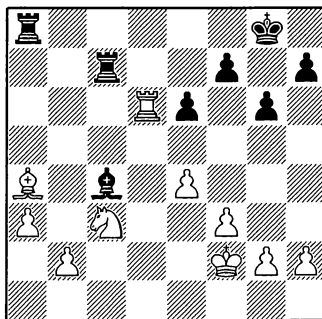


Diagram 41.3
White to move

On c4 the bishop is much better placed than on b7. Therefore it's clear that the last two moves haven't improved White's position. 34...♖b7? (to lure the pawns to the front) is suicidal: 35 b4 ♜c8 36 ♜xa6 ♜xc3 37 ♖c6 and 38 b5.

35 ♜b6?!

White still intends to advance his pawns, but now he definitely oversteps the mark. Black seizes the d-file and is about to enter the white camp. Let's have a look at the normal continuation 35 ♖e3 ♜b8: Black pressurizes b2 and controls the b5 square. As a consequence the ♖a4 is susceptible to attack.

I) 36 b4? loses a pawn after 36...♖f1, e.g. 37 ♖c6 (37 ♜c6 ♜xc6 38 ♖xc6 ♜c8 39 b5 ♖xb5, 37 ♖d2 ♖xg2) 37...♜b6 38 b5 ♖xb5.

II) 36 ♜d2 ♖f8 (36...♜cb7!? is interesting, with the point that after 37 b4 ♜a7 the unstable ♖a4 gives White a headache. The white pieces are glued together and it's not clear how he can advance his pawns. For that reason 35 ♖d1!? might be more accurate than 35 ♖e3) 37 ♖d1!? ♖e7 [41.4]

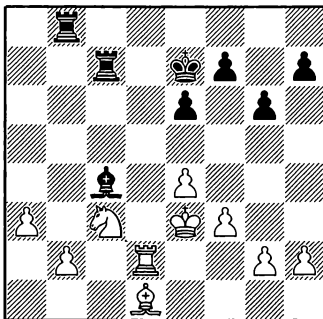


Diagram 41.4
White to move

Let's compare positions 41.2 and 41.4. We see that in the latter one the ♖c4 controls important squares at the queenside. Black might use this to mount an attack against the ♖b2 by means of ...♜cb7. If the attacked pawn advances, the ♖a3 proves weak. The ♖d1 is useless, White should trade it off with 38 ♖e2. But then this exchange takes place under less favourable circumstances than in position 41.2. It turns out that the manoeuvre 33 ♜d4, 34 ♜d6 is just wrong.

35 ... ♜d8

36 ♖e1

Obviously something has gone wrong if White has to play such a kind of move.

36 ... ♖g7

With the white king down at the first rank it makes sense to reconsider the idea of playing ...♖g7-f6-e5-d4. With the friendly help of the opponent 31...g6? gets its justification.

37 ♖d1 [41.5]

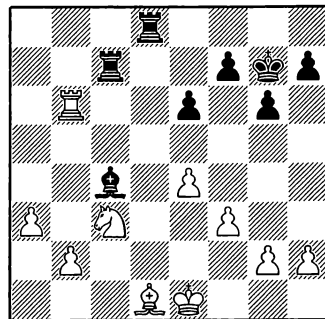


Diagram 41.5
Black to move

37 ...

h5?

Once again a mistaken pawn move whose only virtue is to bring Black closer to the time control.

I) The natural 37...♟f6? runs into a tactical refutation: 38 b3 (now the ♟c4 can't move on account of the knight fork on d5) 38...♞d3 39 ♘a4 (39 ♘e2? ♞cd7 40 ♟c2 ♞d2) 39...♞e3+ (39...♞cd7 40 ♟e2 or 39...♟a6 40 ♞xa6 ♞c1 41 ♘b2 ♞xb3 42 ♟d2 simply don't work) 40 ♟f2 ♞d3 41 ♟e2 ♞xb3 42 ♟xc4 ♞xb6? 43 ♘xb6 ♞c6 44 ♘d7+ ♟e7 45 ♟b5 and White is winning.

This explains the nervous 37...h5?, but Black has better options:

II) Possible is 37...♞dd7 which leads to the game without the inclusion of 37...h5 38 h4.

III) But I like 37...g5! even better. Setting up the pawns like this is strategically correct. Besides, 37...g5! sets a little trap:

A) 38 a4? (looks normal, but now the ♘c3 lacks the a4 square) 38...♟f6! 39 b3 (else ... ♟e5) 39...♞d3 and now 40 ♟e2 (40 ♘e2 ♞cd7 41 ♟c2 ♞d2 with a clear Black advantage) 40...♞xc3 41 ♟xc4 ♞c2 is good for Black; the white king gets into trouble.

B) 38 g3!? is the more advisable choice. Then 38...♟f6? 39 b3 is still not possible, that's why Black should play either 38...♞dd7 or even 38...h5!? (to open up some lines with ...h5-h4). I think that Black is better then.

38 h4

Of course White fixes the pawns before Black can correct his mistake by playing ...g6-g5 or ...h5-h4. Black's pawn structure has two drawbacks: Firstly, White can force

through f3-f4 and e4-e5 rather easily (Black lacks the option ...g6-g5). Secondly, White might possibly play ♟d1-a4-e8 (to attack the black pawns from behind). These two ideas greatly help White to keep his endangered position, after 37...g5! he doesn't have these ideas. But 38 h4 has a small drawback: the g3 square is weakened. We will appreciate this detail soon.

38 ... ♞dd7

38...♟f6? 39 b3.

39 ♞b4

39 a4 ♞b7 discloses the idea of Black's last move. Or 39 ♟e2 ♟f6 40 a4 ♟e5.

39 ... ♟f6

40 a4

Finally Lautier sets his pawns in motion.

40 ... ♟e5

Now the black king has access to the squares d4, d6 and f4.

41 a5

41 g3 is to Black's advantage after 41...♟d6!?, e.g. 42 ♟e2 (42 ♘b5+ ♟c5, 42 ♞b6+ ♞c6) 42...♟xe2 43 ♟xe2 ♞b7.

41 ... ♞d8 [41.6]

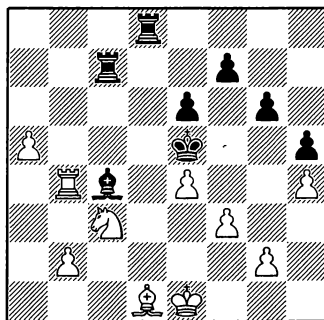


Diagram 41.6
White to move

41...♔d6 42 ♖b6+ is to no avail.
But now ...♗a8 is a threat.

42 ♖b6?

Pretending that nothing has happened. White has a number of other moves, most of them bad:

I) 42 ♖e2 ♖xe2 43 ♗xe2 ♖c5 44 a6 (or 44 ♖b7 ♖xa5 45 ♖xf7 ♖b8) 44...♗a8,

II) 42 ♖c2 ♗a8 43 ♗a4 ♖b8 44 b4 ♖a6,

III) 42 ♖a4 ♗f4 (here the drawback of 38 h4 shows, Black threatens ...♗g3),

IV) 42 ♗a4 ♖b8,

V) 42 ♖a4 ♗f4 or

VI) 42 ♖e2 ♗a8 all lead to Black's advantage.

VII) 42 ♖b3!? (intending 42...♖xb3 43 ♖xb3 ♖c5 44 ♗a3) is a viable option.

VIII) The clearest way to equality is 42 g3!. In the aforementioned lines we saw that the black king might enter the white position via f4. The text prevents this and prepares to boot the king out with f3-f4+ and e4-e5+, viz.: 42...♗a8 43 f4+ ♗f6 44 e5+ ♗e7 (44...♗f5? 45 ♗f2 ♖xa5 46 ♗e3 and suddenly there's no defence against the mating threat of 47 g4+ and 48 ♖c2+) 45 ♗a4 ♖b8 46 b4 (46 a6? ♗a8) 46...♖a6 47 b5 ♖xb5 48 ♖xb5 ♖xb5 49 a6 ♗a7 [41.7]

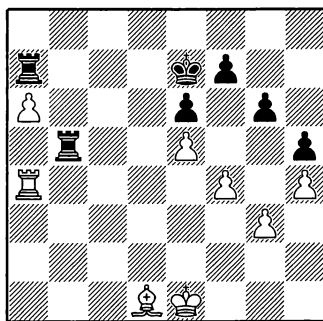


Diagram 41.7

White to move

White protects the ♖a6 by either 50 ♖e2 or 50 ♖f3, 51 ♖b7. After this neither side can win.

42 ... ♗a8

43 b4?

This is probably the decisive mistake. It's still possible to limit the damage by means of 43 b3!?: 43...♖d3 (43...♖a6 44 ♖b5) 44 ♖b5 (not 44 ♖d2? ♖f1) and White can flee from the attack:

I) 44...♖d7 45 a6 (45 b4? ♖c8) 45...♖xb5 46 ♖xb5+ ♗d4 (46...♗f4? 47 ♗f2) 47 ♗a5 ♗e3 48 ♗a3 ♖d3 49 ♗a1.

II) 44...♖xb5 45 ♖xb5+ ♗d4 46 ♗d2.

III) 44...♖c1 45 ♗d2 ♗a1 46 ♗xd3 (46 b4? ♖f1) 46...♖xd1+ 47 ♗e3 (47 ♗c2? ♖g1, 47 ♗e2? ♖ad8) 47...♖xa5 48 f4+ ♗f6 49 ♖d6 ♗a7 50 e5+ ♗g7 51 ♖b8 and White draws because of the possible ♖e8-f6.

IV) 44...♖c5!?! is another interesting try. After 45 ♖d6 ♖cxa5 46 ♖xf7+ ♗f4 Black has the deadly threat of ...♗e3, ...♗a1, ...♗a2. Therefore White's king has to seek

salvation in 47 ♔d2. The resulting position is unclear.

43 ... ♖d8 [41.8]

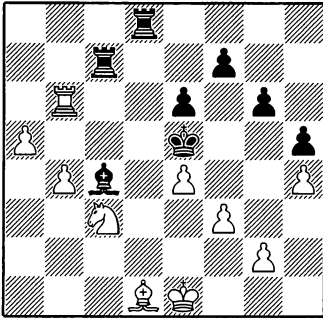


Diagram 41.8
White to move

Now we can see clearly the damage that White has brought about. The ♖b6 is out of play and the ♘c3 lost its support. Black can make things hot for the white king with ...♗dd7 or ...♗d3. But Black has to be careful, as otherwise White's pawns might become dangerous after all.

44 ♔a4

Other moves are no improvement:

I) 44 ♔e2 ♔d3! 45 ♔xd3 (45 ♘d5 ♖c1+ 46 ♔d2 ♔xe2) 45...♗xd3 46 ♔b5+ (46 ♘e2 ♖c2) 46...♔d4 or

II) 44 b5 ♔d4. Black is winning in both lines

44 ... ♗d3

Not 44...♔b3? 45 f4+ ♔xf4 46 ♘e2+.

45 ♘b5

Now White's king is devoid of defenders, but moving the knight elsewhere loses as well:

I) 45 ♘d1 ♖a3 46 ♔c6 (46 ♖c6 ♖xc6 47 ♔xc6 ♖b3 48 ♔d2 ♔a6 49

♔e8 ♔f6) 46...♖a2 47 ♘c3 ♖xg2 and ...♔d4.

II) 45 ♘b1 leads to a funny mate that we will see back again, slightly varied: 45...♗e3+ 46 ♔f2 ♗e2+ 47 ♔g3 ♖b2 48 ♘c3 ♔f1 49 f4+ ♔d4 50 ♘b5+ ♔e3 51 ♘xc7 ♖xg2+ 52 ♔h3 ♔f3 53 ♔d1+ ♗e2 mate!

III) 45 ♘e2 ♗e3 46 ♔d1 ♔xe2

A) 47 ♔xe2 ♖c2.

B) 47 ♔f2 ♖a3 48 ♔xe2 (48 ♔xe2 ♖c2) 48...♖a2+ 49 ♔e1 ♔d7 with a mating attack.

C) 47 ♔d2 ♔f4 (47...♔xd1? 48 ♔xe3 poses some technical problems) 48 ♔xe2 ♔d7+ 49 ♔e1 ♔g3 50 ♖c6 ♖b3 51 ♖c1 ♖xb4, and the white pawns drop off.

The last move was accompanied by a draw offer, Lautier finally sensed the dangers of his position. It still makes me sad that I accepted this offer, but I miscalculated. After 45 ♘b5 ♖cd7 [41.9] Black wins:

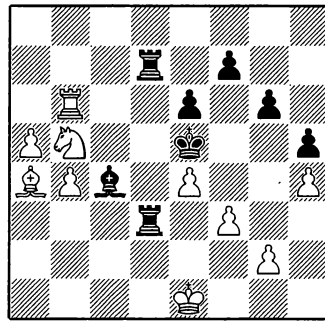


Diagram 41.9
White to move

A) 46 ♘a3 (my eyes turned glassy when my opponent suggested this move) 46...♗e3+ 47 ♔f2 ♔d2+! 48 ♔xe3 ♗e2# wins on the spot.

B) 46 a6 ♖e3+ 47 ♕f2 ♗d2+ isn't much better.

C) 46 ♕f2 (during the game I considered this as the best defence) 46...♗d2+ 47 ♕g3 ♙f1 48 f4+ ♕xe4! (The aforementioned miscalculation. I only saw 48...♕f6? 49 ♘d6 ♖xg2+ 50 ♕f3 when White is better) 49 ♘c3+ ♕e3 with the brilliant point 50 ♙xd7 (50 ♙c6 ♖c7 and ...♖xc6) 50...♖xg2+ 51 ♕h3 ♕f2 (threatening a deadly discovered check) 52 ♘d1+ ♕g1 53 ♘e3 ♖h2+ 54 ♕g3 ♖h3# [41.10] with a beautiful mate:

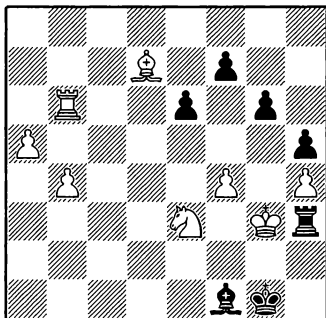


Diagram 41.10
White to move

Of course, it would have been nice to finish the game in such a style.

D) 46 ♖c6 (Relatively best. Black has to be content with a technically won positions) 46...♙b3 (46...♙xb5 47 ♙xb5 ♗d1+ 48 ♕e2 ♖7d2+ 49 ♕e3 or 46...♖e3+ 47 ♕f2 ♗d2+ 48 ♕g3 ♙f1 49 ♖c5+ ♕f6 50 ♕f4 are less convincing) 47 ♙xb3 ♖xb3 48 ♕f2 (after other moves there is ...♕f4 or ...♖xb4) 48...♗d2+ (48...♖xb4 49 ♖c5+ ♕f6 50 a6 allows for some counterplay) 49 ♕g3

♖bb2 50 ♖c5+ ♕f6 51 ♕f4 (51 a6 e5 or 51 e5+ ♕g7 52 ♖c4 ♖xg2+ 53 ♕f4 g5+ 54 hxg5 h4 lose) 51...♖xg2 52 a6 (52 ♖c4 e5+ 53 ♕e3 ♖b3+ 54 ♘c3 ♗a2) 52...♖xb4 53 a7 ♗a2 [41.11],

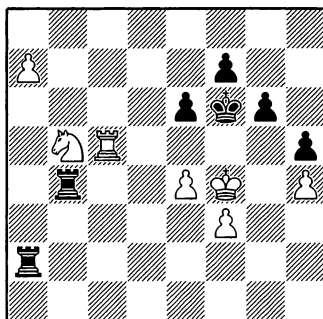


Diagram 41.11
White to move

... and Black wins as 54 ♖c8 e5+ 55 ♕g3 ♖bb2 leads to mate.

Endgame 42

M.Wahls-C.Lutz

German championship 1997

Earlier publications: *Informant* 72/262, *SCHACH* 1/98.

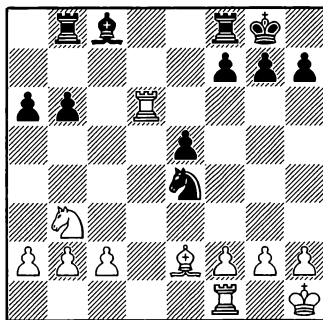


Diagram 42.1
White to move

Analyse the game.

17 ♖d5 ♗e8 18 f3 ♘f6 19 ♖d6
 ♙f5 20 c3 a5 21 ♗fd1 ♘f8 22 ♘d2
 b5 23 ♘b3 ♙c2 24 ♗a1 a4 25 ♘c5
 ♗bc8 26 ♘a6 a3 27 bxa3 ♗xc3 28
 ♙xb5 ♗ec8 29 a4 e4 30 ♘b4 exf3
 31 gxf3 ♗xf3 32 ♗c1 ♙e4 33
 ♗xc8+ ♘e7 34 ♘g1 ♘xd6 35 a5
 ♗a3 36 a6 ♘d5 37 ♗c6+ ♘e5 38
 ♗c5 ½-½

Commentary

It took only 16 moves in a Sicilian to arrive at an endgame. In my home preparation I had already looked at position 42.1 and considered it to be equal. What are its main features? White enjoys a queenside majority, but this isn't important now. More important is White's control over the d-file and the weak pawns on a6 and b6. But the white position has drawbacks as well: The ♘b3 is stalled by the pawns on b6 and e5 and the ♗h1 is misplaced. If a black rook should ever enter the first or second rank this is highly unpleasant for White.

Over the next moves White seeks to exploit the weakened queenside while Black strives to complete his development and to fight for the d-file.

17 ♖d5

It's weaker to retreat the rook to c6. After 17...♗d8 18 f3 ♘f6 19 ♗d1 ♗xd1+ 20 ♙xd1 ♘f8 the black king expels the ♗c6. The position is equal then.

17 ... ♗e8

The natural way to protect e5. Wahls suggests 17...f6!? instead: 18

f3 ♘g5 19 ♗fd1 ♘f7. The knight covers the squares d6 and d8. If Black could play ...♙e6 and ...a5 he would be without any worries, but White has the annoying move 20 ♗5d2!. After 20...a5 21 ♙c4! White seizes the diagonal a2-g8. This bishop can't be driven away as 21...b5?! 22 ♙d5 merely weakens the queenside.

18 f3 ♘f6

In the course of the game the ♘f6 contents itself with the protection of the squares d5 and d7.

19 ♖d6

Along the sixth rank the rook attacks the queenside pawns. To complete his development Black has to move one of these pawns.

19 ... ♙f5

Making use of the unprotected ♘c2. 19...b5? is clearly wrong on account of the weaknesses on c5 and a6.

20 c3

20 ♙xa6 ♙xc2 doesn't promise anything.

20 ... a5

The weakening of the b5 square is of small relevance only. Black now intends 21...♗ed8.

21 ♗fd1

Seizing the d-file. Black doesn't have to fear 21 ♙b5 ♗ed8 22 ♗fd1 ♗xd6 23 ♗xd6 ♙e6 (23...♘f8 24 ♘d2 followed by ♘c4 is unpleasant) 24 ♘d2 (otherwise Black's king gets to e7) 24...♘e8!? as 25 ♙xe8 ♗xe8 26 ♗xb6 ♗d8 yields strong counterplay.

21 ... ♘f8

Apart from centralizing the king Black can consider two pawn moves:

I) 21...e4? is bad as White doesn't have to take on e4. After 22 ♖d4 exf3 23 gxf3! Black's minor pieces lack decent squares while the white knight takes up a dominating post.

II) 21...a4 is better. After 22 ♖d2 b5 and 23...♙e6 the white knight is placed passively, while after 22 ♖c1 b5 23 ♖d3 e4 Black gets counterplay in the centre. That's why 22 ♙b5!/? seems to be best. After 22...axb3 23 ♙xe8 [42.2]

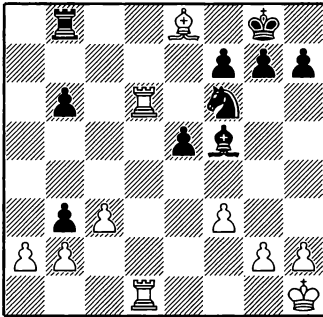


Diagram 42.2
Black to move

Black has to choose:

A) 23...bxa2? 24 ♙b5! ♖f8 25 ♖d8+ ♖xd8 26 ♖xd8+ ♗e7 27 ♖a8 ♙b1 28 ♙c4, and White wins.

B) 23...♖xe8 24 ♖d8 ♖xd8 25 ♖xd8 ♖f8 26 axb3 ♙e6 27 ♖b8 (27 b4 b5 intending ...♙c4) 27...♙xb3 28 ♖xb6 ♙e6 29 b3 ♗e7 30 c4 or

C) 23...♖xe8 24 axb3 ♙c2 25 ♖c1 ♙xb3 26 ♖xb6 ♙e6 27 c4.

In line C Black avoids the exchange of rooks while in line B Black agrees to it. In both lines White should be slightly better. However, Black should draw if he manages to sacrifice his knight against White's two passed pawns.

22 ♖d2

The knight heads for c4, therefore Black is forced to act. 22 ♙b5 ♖ec8 23 ♖d2 (or 23 ♙a6 ♖e8) 23...♙e6 is not dangerous.

22 ... b5

23 ♖b3!

Jumping back came as an unpleasant surprise. White has to enable the knight to become active on the queenside. However, after 23 ♖f1?! ♙e6 the knight stagnates.

23 ... ♙c2!?

Black intends ...♙xb3 followed by ...b4. Alternatively he can push his queenside pawns:

I) 23...a4 24 ♖c5 is better for White. Compare this position to that after 21...a4! 22 ♖d2 b5: In the latter one Black is out of trouble, because White's knight is badly placed. But in the former one White has the initiative. He can centralize his king while Black can't improve his pieces that easily. After 24...e4 White has 25 ♖g1 exf3 26 ♙xf3.

II) 23...b4!/? [42.3]

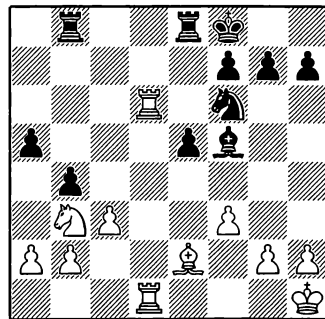


Diagram 42.3
White to move

... keeps the equilibrium:

A) After 24 c4? ♖c2 Black succeeds in exchanging bishop for knight, followed by a blockade of the queenside: 25 ♖a1!? (25 ♜d2 ♖xb3 26 axb3 ♗e7 followed by ...♞ed8 and ...♞d7-c5. The ♖e2 is a sorry sight, only Black can be better here) 25...♖xb3 26 axb3 ♞ed8 (this is possible because of White's weak back rank) 27 ♜xd8+ ♜xd8 28 ♖xa5 ♞d2 29 ♞xe5 ♖xb2 30 ♖d1 ♞d7 and ...♞b1, ...♞c5.

B) 24 ♞xa5 bxc3 25 bxc3 ♞a8 26 ♖a6!? (26 ♞c6 ♖xa2; 26 ♖a6? ♞xa6 27 ♖xa6 ♞a8 28 ♞d6 ♞e8 loses material after ...♞c7) 26...♞e6 27 ♞d8+ ♞e8 28 ♞8d6 ♞e6. If White doesn't want to return the pawn he has to agree to a repetition of moves.

24 ♖a1!?

Thwarting Black's intention. 24 ♜d2 ♖xb3 25 axb3 b4 26 ♖c4 (26 c4? ♗e7 leads to the lines above) 26...bxc3 27 bxc3 ♞ec8 28 ♗g1 (after 28 ♖a6? or 28 ♖a2? Black can take on c4) 28...a4 29 ♖a6 ♞xc3 30 bxa4 e4. Black's counterplay compensates for the passed pawn on a4. We will encounter similar positions later on.

24 ... a4

Forced. Other moves are worse:

I) 24...♖xb3 25 axb3 b4 26 ♖c4 is highly unpleasant, the pawns on a5 and f7 are weak.

II) 24...b4 25 ♞xa5 simply loses a pawn as does

III) 24...♞ed8 25 ♜xd8+ ♜xd8 26 ♞xa5.

25 ♞c5

25 ♞a5? ♞ec8 leaves the knight misplaced.

25 ... ♞bc8?

Seeking for counterplay Black oversteps the mark. He has a choice of other moves:

I) 25...e4 26 ♞xf6 gxf6 27 ♞d7+ ♗e7 28 ♞xb8 ♞xb8 29 ♞c1. In view of Black's shattered kingside White is virtually a pawn up.

II) 25...b4 26 ♞d2 loses the ♠a4.

III) 25...♞ed8 26 ♜xd8+ ♜xd8 27 ♖xb5 ♞d5 28 ♖xa4 isn't feasible either.

IV) 25...♞ec8 (the natural and best move) 26 ♞a6 ♞b7 (threatening ...a4-a3) 27 ♞c1 ♖f5 28 ♞b4. During the game I considered this continuation as too passive. But though Black is tied to the defence of the ♠b5 he isn't really worse: 28...♗e7 29 ♞dd1 (29 ♞d2 ♞d7) 29...♖e6 30 ♗g1 ♖c4 31 ♗f2 ♞d7 and Black slowly equalizes.

26 ♞a6 a3

Consistent.

27 bxa3 ♞xc3

27...♖a4 28 ♞c1 ♞ed8 29 ♜xd8+ ♜xd8 30 ♞c7 is clearly advantageous for White.

28 ♖xb5 ♞ec8
[42.4]

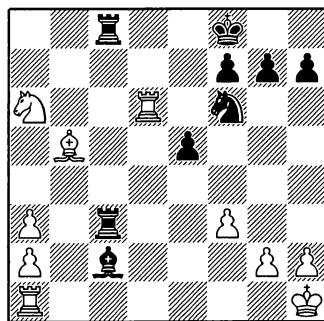


Diagram 42.4
White to move

The counterplay along the c-file and the offside white minor pieces seem to yield compensation for the pawn. But White's doubled passed pawn can become dangerous rather quickly. The ♖f6 is useless in a fight against the a-pawns.

29 a4?

Of course White doesn't like to part with his extra pawn, but now Black develops counterthreats. 29 ♖b4 leads to a clear advantage: 29...♙xa3 (or else Black doesn't see his pawn back again, e.g. 29...♙f5 30 a4 e4 31 ♙ad1 exf3 32 gxf3 ♙xf3? 33 ♙d8+ ♙xd8 34 ♙xd8+ ♖e7 35 ♖c6+ ♖e6 36 ♙c4+. 29...e4 30 ♙c6 isn't better) 30 ♙c1 ♙ac3 31 ♖g1!? (direct tries to exploit the pin along the c-file only lead to a small advantage: 31 ♖c6 ♖e8 32 ♙d2 ♙3xc6 33 ♙xc6 ♙a4 34 ♙dc2 ♙xc2 35 ♙xc2, 31 ♙c6 ♙c4!? 32 a3 ♙b3 33 ♙xc4 ♙xc4 or 31 ♙c6 ♙3xc6 32 ♖xc6 ♙f5 33 a4) 31...♙f5 32 ♙xc3 ♙xc3 33 a4 ♖e7 34 ♙b6. The a-pawn is quite menacing and Black's minor pieces can't help.

29 ... e4

Now Black is OK. He has three threats: 30...exf3, 30...e3 and 30...♙d3. 29...♙d3? doesn't work yet on account of 30 ♙xd3 ♙c1+ 31 ♙d1.

30 ♖b4

White's knight has to get into play to defend against Black's initiative. Some lines help to show the dangerousness of the black pieces:

I) 30 ♙f1? ♙d3 31 ♙xd3 ♙xd3 32 ♙xd3 (or 32 ♙b6 e3) 32...exd3 gives Black a big passed pawn.

II) 30 ♙c1? ♙d3 31 ♙xc3 ♙xc3 32 ♖g1 e3 33 ♙xd3 ♙c1+ 34 ♙f1 e2.

III) 30 ♙e1? ♙d3 31 fxe4 ♙c1 32 ♙g1 (32 ♙d8+ ♖e7!) 32...♙xg1+ 33 ♖xg1 ♙c1+ 34 ♖f2 ♖xe4+ and Black wins material.

IV) 30 fxe4 ♖xe4 (30...♙xe4 31 ♖b4!?) 31 ♙d4 ♙xa4 32 ♙xa4 ♙c1+ 33 ♙xc1 (33 ♙d1? ♖f2+) 33...♙xc1+ 34 ♙d1 ♖f2+ 35 ♖g1 ♖xd1 with counterplay.

30 ... exf3

After 30...e3? 31 ♖g1 White stops the e-pawn. 30...♙d3? 31 ♖xd3 exd3 32 ♙xd3, and White is simply two pawns up.

31 gxf3 ♙xf3

[42.5]

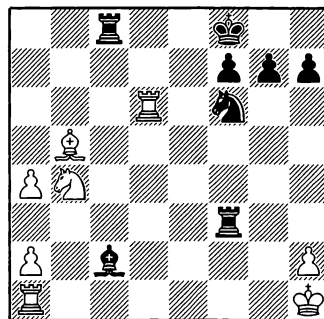


Diagram 42.5

White to move

Black restores material equality. He still has threats against White's king while White has the passed pawns to the good. It's an important defensive idea for Black to give his knight against White's a-pawns. An endgame w♙ + ♙ + ♖h2 v ♙ + ♖f7 + ♖g7 + ♖h7 is completely drawn.

32 ♙c1

Or: I) 32 ♖c6 allows too much play: 32...♙e4 33 ♙xe4 (33 ♖xf6 ♖f1 mate, 33 ♖g1 ♙xc6 34 ♖xc6 ♖a8) 33...♗xe4 34 ♖d4 f5 and Black has the initiative.

II) 32 a5? is even worse: 32...♙e4 33 ♖g1 ♖c5 and ...♖g5+.

III) 32 ♗xc2!? is possible. The black bishop is a strong piece, along the diagonal h1-a8 it can both attack the enemy king and stop the a-pawn. But after its exchange Black quickly occupies the second rank: 32...♖xc2

A) 33 a5? (too optimistic) 33...♖ff2 34 a6 (34 ♙c6 ♖e7) 34...♖xh2+ 35 ♖g1 ♖hg2+ 36 ♖h1 ♗h5 and White is in deep trouble.

B) 33 ♖e1 (threatening ♖d8+) 33...g5 (all black pieces have to participate, 33...g6?! is worse) 34 ♖e2 ♖c5 (Both 34...♖c1+ 35 ♖g2 g4 36 ♖d3 followed by ♖f2 or 34...♖xe2 35 ♙xe2 ♖f2 36 ♙c4 ♗g4 37 a5 ♖xh2+ 38 ♖g1 ♖c2 39 a6 are dangerous for Black) 35 ♖c6 ♖xc6 36 ♙xc6 ♖a3 with an equal game as Black stops the a-pawns.

32 ... ♙e4!
[42.6]

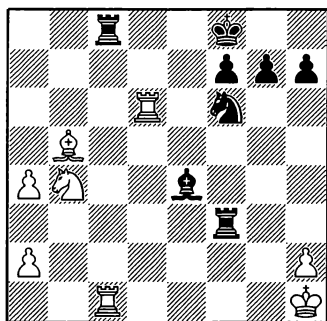


Diagram 42.6
White to move

On account of the discovered mate ...♖f1 Black allows his rook to be taken with check. I had to foresee this tactical turn as otherwise White is better:

I) 32...♖e7?! (to follow up with ...♙e4, but...) 33 ♖d4! ♖fc3 (33...♙f5 34 ♖xc8 ♙xc8 35 ♗c6+ ♖e6 36 ♙c4+ ♖f5 37 ♖d8 wins for White, as does 33...♖f2 34 ♖g1 or 33...♙e4 34 ♖xe4+ check!) 34 ♖e1+ ♖f8 35 a5 and the ♙c2 is out of play.

II) 32...♖fc3?! (rather passive) 33 ♖xc2 ♖xc2 34 ♗xc2 ♖xc2 35 a5 ♖xa2 36 a6 ♖e7 37 ♖d4 ♖a5 38 ♖a4 ♖xa4 39 ♙xa4 ♗d5 40 a7 ♗c7 41 ♙c6. After exchanging the knight against the a-pawn the position is drawn. However, 33 ♖g1 ♙e4 34 ♖xc3 ♖xc3 35 a5 ♖a3 36 a6!? is a try to go for more.

III) 32...♖f2?! 33 ♖g1 ♖g2+ 34 ♖xg2 ♙e4+ 35 ♖f2 ♖xc1 36 a5 is better for White.

33 ♖xc8+ ♖e7

34 ♖g1

34 ♖d7+?! ♗xd7 doesn't offer any advantages.

34 ... ♖xd6

35 a5 ♖a3

36 a6 ♗d5

Avoiding the draw with 36...♗g4 (intending ...♗e5) isn't better: 37 ♙c6 (37 ♗c6 ♖xa2 and ...♖a1+) 37...♙xc6 38 ♖xc6+ and ♖b6-b7.

37 ♖c6+

37 ♗xd5? ♙xd5 and the ♖a2 gets lost.

37 ... ♖e5

37...♖e7?! is very optimistic, e.g. 38 ♖c4 ♙f3 (38...♗c3 39 ♖xe4+ ♗xe4 40 a7 ♖xa7 41 ♗c6+) 39 ♗c6+ ♖d6 40 ♗d4 ♙e4 41 ♙c6!?

♖xa6 42 ♘b5+ ♕e5 43 ♖xe4+
 ♕xe4 44 ♙xd5+.
 38 ♖c5 [42.7]

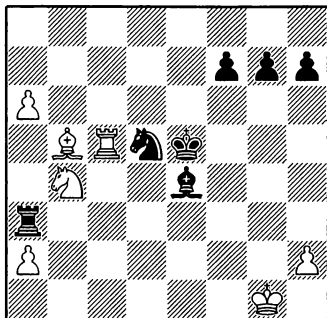


Diagram 42.7
 Black to move

With a draw offer that I accepted because of 38...♕d6 39 ♖c6+. 38...♕d4? 39 ♖xd5+ and ♘c2+ isn't feasible.

Endgame 43

I.Glek-C.Lutz

Copenhagen open tournament 1995

Earlier publication:

ChessBaseExpress 47 (I.Glek).

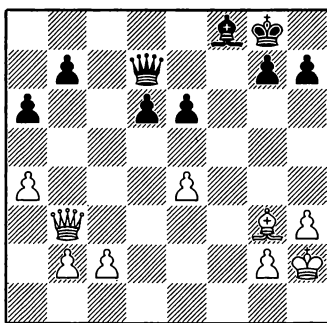


Diagram 43.1
 Black to move

Black to move. Assess 23...b5 and 23...d5.

Commentary

White has the more active queen, but after 23...d5 24 exd5 exd5 Black shouldn't have any problems. It's insignificant that Black has an isolated pawn since he has the right bishop. Instead I went wrong completely.

23 ... b5?

With some more pieces on the board (e.g. with a rook on c8) this move would be appropriate. But endgames have their own rules.

24 axb5 axb5

25 c4! bxc4

26 ♖xc4

Having a distant passed pawn is an advantage in almost any type of endgame. Black is close to defeat.

26 ... d5

27 ♖c7 ♖b5

After 27...♖xc7 28 ♙xc7 followed by ♕g3-f4 it's questionable whether Black can hold the game.

28 ♖b8 ♖c5

28...♖c6 29 b4, and White's pawn is very fast.

29 ♖e8 ♖b6

30 e5!

Very strong. White fixes the weakness on e6 and closes the diagonal.

I) 30 b4 d4 31 b5 d3 is only equal.

II) 30 exd5 exd5 31 ♙e5 d4 doesn't promise anything either.

30 ... d4

31 ♙f2

31 ♙h4 d3 32 ♙e7 ♖f2! and Black draws (33 ♙xf8 ♖f4+).

31 ... h6

32 h4?

Giving away the advantage. 32 ♙g1! [43.2] is suggested by Glek.

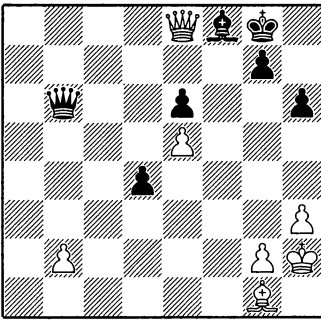


Diagram 43.2
Black to move

Now the bishop is defended. Black is in difficulties: 32... ♖xb2 (32...h5 33 ♔h1 h4 34 b4 ♖xb4 35 ♖xe6+ ♔h8 36 ♖g4 ♗c5 37 ♖xh4+ is clearly better for White, too) 33 ♖xe6+ ♔h8 (33...♔h7 34 ♖d5) 34 ♖c8 ♖b4 35 ♖d8 and a pawn gets lost.

- | | | |
|----|-------|------|
| 32 | ... | ♖xb2 |
| 33 | ♖xe6+ | ♔h8 |
| 34 | ♖f7 | ♗a3! |

Now Black has enough counterplay.

- | | | |
|----|------|-----|
| 35 | h5 | d3 |
| 36 | ♖e8+ | ♔h7 |
| 37 | ♖g6+ | ♔h8 |
| 38 | ♖e8+ | ♔h7 |
| 39 | ♖g6+ | ♔h8 |
- 1/2-1/2

Endgame 44
C.Lutz-I.Rogers
German league 1995
Earlier publication:
Informant 65/122.

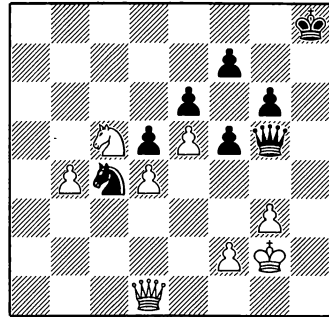


Diagram 44.1
White to move

Analyse the game.

- 45 ♖h1+ ♔g7 46 ♗d7 f4 47 ♗f6
 ♗xe5 48 ♗e8+ ♔g8 49 dxe5 ♖xe5
 50 ♖h6 f3+ 51 ♔h2 d4 52 b5 d3 53
 b6 d2 54 b7 d1=♖ 55 b8=♖ ♖h5+
 56 ♖xh5 gxh5 57 ♗f6+ ♔g7 58
 ♗xh5+ ♔g6 59 ♖e5 1-0

Commentary

Queen endings have a special character: Even with a bare queen it might be possible to give perpetual check. If you add knights and pawns a tactical battle is pre-programmed where both kings should strive for maximum protection. In the present position White has a clear advantage: On the one hand he has a passed pawn, on the other hand he can create threats against the enemy king.

45 ♖h1+ ♔g7

46 ♘d7!

Playing on both wings: Apart from b4-b5-b6 there is the threat of ♘f6.

46 ... ♔f4!

Black seeks counterplay by attacking White's kingside. Other continuations lose:

I) 46...♖h6 47 ♖xh6+ ♔xh6 48 b5. White plays 49 b6 and advances his king to the queenside.

II) 46...♗d2 47 ♘f6 ♘e3+ (47...♖h6 48 ♘e8+ ♔h7 49 ♖xh6+ ♔xh6 50 ♘d6 loses the ♠f7) 48 ♔f3 ♗d1+ 49 ♖xd1 ♘xd1 50 b5 and the b-pawn queens.

III) 46...♘a3 is a tougher defence:

A) Exchanging queens by 47 f4 ♖h6 48 ♖xh6+ ♔xh6 doesn't help now. The b-pawn is blocked, e.g. 49 ♔f2 ♔g7 (not 49...♘c2? 50 b5) 50 ♘b8 (50 ♔e2? ♘c2 51 b5 ♘xd4+) 50...♘b5 51 ♔e3 ♔f8 and the black king approaches. I don't see how White can win.

B) 47 ♘f6 ♖h6 48 ♘e8+ (48 ♖a1 ♘c2 49 ♖c3 ♖c1 gives Black enough counterplay to secure the draw) 48...♔h7 49 ♖a1 (49 ♖xh6+ ♔xh6 50 ♘d6 ♔g7 51 b5 ♘c2 loses the ♠d4 and it's not easy to see how the b-pawn advances) 49...♘c2 50 ♘f6+ (50 ♖c3 ♖c1, 50 ♖a7 ♘e1+) 50...♔g7 51 ♖a8 ♖h8 52 ♖xh8+ ♔xh8 53 b5 ♘xd4 54 b6 ♘c6 55 ♘d7 (55 b7 ♘b8) 55...♘a5 56 ♔f3 (56 ♘c5 ♘c6) 56...♔g7. If White's king goes to the queenside, Black's king goes to f3. I don't see a clear win.

C) 47 ♖a1! [44.2]

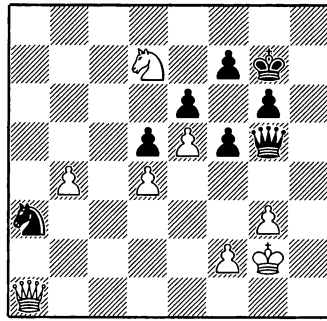


Diagram 44.2

Black to move

... wins. The black knight is in trouble.

C1) 47...♖e7 48 ♘f6 ♖xb4 49 ♖h1! (the queen returns to the scene of the crime) 49...♖b5 50 ♖h7+ ♔f8 51 ♖g8+ ♔e7 52 ♖c8 and ♘g8 mate.

C2) 47...♘c2 48 ♖c3 ♖c1 (48...♖e7 49 ♘c5) 49 ♖c5 ♔h7 (49...♘e1+ 50 ♔f1 ♘d3+ 51 ♖xc1 ♘xc1 52 b5 ♘b3 53 b6 ♘xd4 54 b7 ♘c6 55 f4 followed by b8=♖ is hopeless) 50 ♖f8 ♘e1+ 51 ♔h3 ♖h6+ 52 ♖xh6+ ♔xh6 53 b5 g5 54 f4! (54 b6 g4+ 55 ♔h2 ♘f3+ 56 ♔g2 ♘xd4 is less convincing as the black pawns aren't blocked. Black has counterplay by means of ...♔g5 and ...f5-f4) 54...g4+ 55 ♔h2 ♘f3+ 56 ♔g2 ♘xd4 57 b6 ♘c6 58 b7 and this time the extra knight proves decisive.

C3) 47...♘b5 48 ♖a5 ♘xd4 (48...♘c3 49 b5) 49 ♖c5 ♗d8 50 ♘f6 and Black loses the knight, e.g. 50...♘e2 51 ♖e3 or 50...♘b3 51 ♖c3.

C4) 47...♘c4 48 ♘f6 ♖h6 (after 48...f4 49 ♖h1 we transpose to the

game) 49 b5 (49 ♖a8 ♖h8 50 ♖xh8+ ♜xh8 51 b5 ♖b6 isn't completely clear, but now 50 ♖a8 is a threat) 49...♖h8 50 ♖a7 (Black's attack on the kingside doesn't counterbalance the advance of the b-pawn) 50...g5!? (50...f4 51 gxf4 ♖h4 52 ♖b8 ♖xf4 53 ♖g8+ ♜h6 54 ♖xf7 or 50...♖d8 51 ♖d7 are winning for White) 51 ♖e7 and it's White who attacks on the kingside.

The lines above show that in case of a queen exchange it's highly important how far the b-pawn can advance.

47 ♖f6 ♖xe5!

Consistent. In return for the knight Black gets two pawns and the ♖f6 loses its footing.

I) 47...♖e3+ is refuted by 48 fxe3 ♖xg3+ 49 ♜f1.

II) 47...f3+ 48 ♜xf3 ♖xe5+ 49 dxe5 is insufficient: 49...♖f5+ (49...♖xe5 50 ♖h7+ ♜xf6 51 ♖h8+ ♜f5 52 g4+) 50 ♜g2 ♖xe5 51 ♖g4 ♖e4+ 52 f3 and Black gets only one meagre pawn in return.

III) 47...♖h6 48 ♖e8+ ♜h7 49 ♖xh6+ ♜xh6 50 b5 ffg3 51 ♜xg3 [44.3]

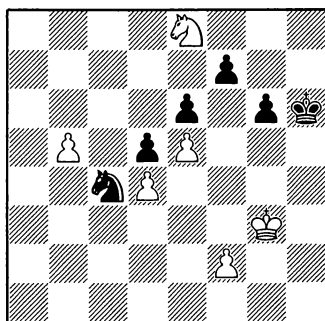


Diagram 44.3
Black to move

... leads to a lost knight ending. The white king can invade the kingside, e.g. 51...♖b6 52 ♖d6 ♜g7 53 ♜g4 ♜f8 54 ♜g5 ♜g7 55 f4 ♜f8 56 ♜h6 ♜g8 (56...♖a4 57 ♖c8 ♜e8 58 b6) 57 ♖e8 ♖a4 58 ♖f6+ ♜f8 59 ♜h7 ♖b6 60 ♜h8 followed by ♖h7+, ♜g7 and ♖g5xf7.

48 ♖e8+

Apart from this check 48 dxe5! deserves consideration: 48...♖xe5 49 ♖g4 (but not 49 ♖e8+? ♜f8) and now Black shouldn't play 49...♖e4+ 50 f3 ♖e2+ 51 ♖f2 ♖b2 52 ♖e1 ffg3 53 ♜xg3 as then the b-pawn offers winning chances to White. Instead 49...f3+ 50 ♜g1 ♖e1+ 51 ♜h2 ♖xb4 52 ♖xf3 ♖d4 leads to a position where White's material advantage shouldn't be enough to win.

48 ... ♜g8

Forced. 48...♜f8 49 ♖h8+ ♜e7 50 dxe5 ffg3 51 ♖f6+ ♖xf6 52 ♖xf6 gxf2 53 ♜xf2 is hopeless.

49 dxe5 ♖xe5

There is another possibility which just about fails: 49...f3+!? 50 ♜xf3 (otherwise it's a perpetual on c1 and h6) 50...♖xe5 (with the double threat of ...♖e4# and ...♜f8) 51 ♖b1! (Supporting the passed pawn and protecting e4 at the same time. 51 ♖h4 g5 52 ♖g4 ♜f8 doesn't help White) 51...♜f8 52 b5 ♜xe8 53 b6 ♜d7 54 b7 ♖b8 (forced as the pawn ending after 54...♖e4+ 55 ♖xe4 dxe4+ 56 ♜xe4 ♜c7 57 ♜e5 is just lost) 55 ♖b6 [44.4].

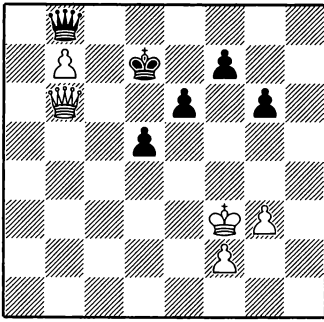


Diagram 44.4
Black to move

This position is quite remarkable. In spite of his minus pawn White is winning. The reason is the mighty ♖b7 which ties down the enemy queen. But on the other hand the white queen can't move either without allowing ...♗c7. White's winning plan is to bring his king to d3 and then to operate with zugzwang: 55...g5 (Black won't get around this move) 56 ♔e2 (56 ♔g4 f6 57 ♔h5 isn't worthwhile: 57...♗h8+ 58 ♔g6 ♗g8+ 59 ♔xf6 ♗f8+ 60 ♔xg5 ♗f5+ 61 ♔h4 ♗h7+ is a perpetual) 56...♗e5+ 57 ♔d2 ♗b8 58 ♔d3 g4 59 ♔d2 (A waiting move, but White can't proceed in a more straightforward way: 59 ♔d4 ♗h8+ 60 ♔c5? ♗c3+ 61 ♔b5 ♗c4+ 62 ♔a5 ♗a2+ with a perpetual. After 59 ♔c3? ♗c7+ White even loses. White's king can go to c3 only if Black's king leaves d7) 59...f6 60 ♔d3

I) 60...♗e7 61 ♔c3 (now the king can cross the c-file. 61 ♔d4 ♗e5+ or 61 ♗c6 ♔d8 and ...♗c7 are less convincing) 61...♔d7 62 ♔b4 d4 (otherwise White plays ♔b5, ♗c6+, ♔b6) 63 ♔c4! (gaining a tempo in

comparison to 63 ♔b5 d3!) 63...♗c7+ (63...e5 64 ♔c5 ♗f8+ 65 ♔b5 ♗b8 66 ♗c6+ ♔d8 67 ♗xf6+ and White wins) 64 ♔b5 ♗e5+ (64...♗b8 65 ♗c6+ and ♔b6) 65 ♔a6 ♗e2+ 66 ♔a7 with a win.

II) 60...f5 61 ♔e2 (waiting is better than 61 ♔d4 ♗h8+) 61...♗e5+ (61...♔e7 62 ♔e3 ♔d7 63 ♔d3 and a black pawn has to advance) 62 ♔d2 ♗b8 63 ♔d3 e5 (63...♔e7 64 ♔c3) 64 ♔d2 f4 (64...d4 65 ♔d3 and ♔c4) 65 ♔e2 fxg3 (65...e4 66 gxf4, 65...♔e7 66 ♗c6, 65...f3+ 66 ♔d3 e4+ 67 ♔e3) 66 fxg3 e4 67 ♔d2 e3+ 68 ♔d3! (White's king has to handle the black pawns like a juggler. For the moment the e-pawn is taboo on account of ...♗xg3 with check) 68...e2 (68...♔e7 69 ♗c5+) 69 ♔xe2 ♗e8+ 70 ♔d1 ♗b8 71 ♔d2 [44.5].

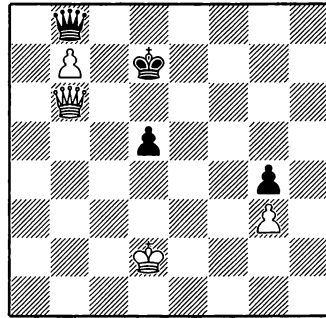


Diagram 44.5
Black to move

Though the number of pawns is reduced the black problems haven't diminished. White may transpose to a pawn ending, e.g. 71...♔e7 (71...d4 72 ♗b5+ ♔e7 73 ♗g5+) 72 ♗c6 ♔d8 (72...♗xg3 73 ♗c5+ ♔f7

74 ♖xd5+ ♕e7 75 ♖c5+ ♕f7 76 ♖c4+ and depending on Black's next move White checks either on the third rank or the b-file) 73 ♖f6+ ♕d7 74 ♖f5+ ♕c7 75 ♖e5+ ♕xb7 76 ♖xd5+ with an exchange of queens.

50 ♖h6

The only move to pose problems. Black's king can't go to f8, his queen has to defend against the mate. Possibly White might exchange queens on g7. After 50 ♖b1 fxg3 51 b5 gxf2 Black has at least a perpetual.

50 ... f3+?

The decisive error, now Black is lost. After 50...fxg3 it's questionable whether White can win as his king lacks protection:

I) 51 fxg3 ♖e2+ 52 ♕h3 ♖f1+ or

II) 51 f3 ♖e2+ 52 ♕xg3 ♖e1+ lead to perpetual check.

III) 51 f4 ♖e2+ 52 ♕xg3 ♖e3+ 53 ♕h4 ♖f2+ 54 ♕g5 ♖g2+ 55 ♕f6 ♖b2+ 56 ♕e7 ♖xb4+ 57 ♕d6 ♖b8 certainly doesn't help White.

IV) 51 ♖e3 ♖b2 and White has too few pawns left.

V) 51 b5 (now Black has to watch out) 51...d4 (the only move on account of 51...gxf2 52 ♖g7+! and 51...♖e4+ 52 ♕xg3 ♖e5+ 53 ♖f4 ♖c3+ 54 ♕g2) 52 b6 (52 f4 ♖e2+ 53 ♕xg3 ♖e1+ 54 ♕g4 ♖g1+ 55 ♕h4 ♖h1+! 56 ♕g5 ♖d5+ with a draw; 52 ♖g7+? ♖xg7 53 ♕xg7 d3 and White loses) 52...d3 (after 52...♖e4+ 53 ♕xg3 ♖e5+ 54 ♖f4 ♖xf4+ 55 ♕xf4 White can stop the d-pawn) 53 b7 ♖e4+ (only now!) 54 ♕xg3 ♖e5+ 55 ♖f4 (55 ♕g2 ♖e4+ 56 f3 ♖e2+ 57 ♕g3 ♖e1+ 58 ♕g2 ♖e2+) 55...♖xf4+ 56 ♕xf4 d2

57 b8=♖ d1=♖. White can't win anymore.

VI) 51 ♖g7+!? is the critical continuation: 51...♖xg7 52 ♕xg7 ♕f8 [44.6]

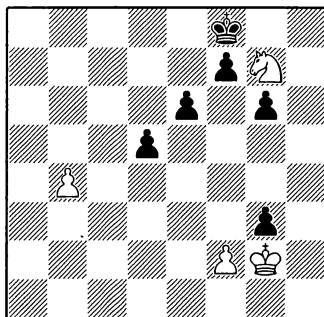


Diagram 44.6

White to move

In this funny position White has only two pawns, but one of them is a passed pawn. White's knight is in a tragi-comic position. It can't be taken (52...♕xg7? 53 b5), but it can't free itself either: The squares h5, f5 and e6 are controlled by black pawns while the king guards e8. To make the latter square accessible White has to advance his passed pawn to b6. However, this pawn might then fall victim to Black's king. White's king can't invade that easily as he has to watch the d-pawn. White should probably seek to exchange the b-pawn against one the kingside pawns. But then the final outcome depends on the placement of the remaining black pawns. Position 44.6 is amazingly complex; I can't decide whether it's a draw or a win for White. White now has to choose between 53 fxg3 and 53 ♕xg3. 53 b5 ♕e7 has no

independent significance as White has to take on g3 anyway.

A) 53 fxc3 (not very natural, but White might tie down Black's pawns by advancing the g-pawn to g4 or g5) 53...♖e7 54 ♖f3 (54 b5 ♖d6 55 ♗e8+ ♗c5 56 ♖f2 d4 57 ♖e2 f5 followed by ...e6-e5 should be drawn) 54...♗d7 (54...e5 55 g4 is troublesome. After ...f7-f5 White might sacrifice the knight on f5, otherwise White plays g4-g5, e.g. 55...♗d7 56 ♖e3 ♖e7 57 b5 ♗d7 58 g5 and b5-b6, ♗e8-d6xf7) 55 ♖e3 f5 56 ♗d4 (if Black can advance also the e-pawn to the fifth rank he shouldn't lose) 56...♗d6 57 ♗e8+ ♖e7 (57...♗d7 58 ♗f6+ ♗d6 59 ♗h7!?) 58 ♗c7 ♗d6 59 ♗b5+ ♖c6 60 ♗c3 ♗d6 and ...e6-e5+. Though White's knight has escaped, the position isn't clear to me.

B) 53 ♖xg3 (the more natural move as the king is immediately centralized) 53...♖e7 (Black can't take control over f4 as 53...e5 54 b5 ♖e7 55 b6 ♗d7 56 ♗e8 ♖c6 57 ♗f6 d4 58 ♖f3 ♖xb6 59 ♗d7+ loses without a fight) 54 ♖f4 (54 b5 ♗d7 55 b6 ♖c6 56 ♗e8 ♖xb6 57 ♗d6 f5 leads nowhere) 54...f6 (54...♗d6 55 ♗e8+ ♖e7 56 ♗c7 ♗d6 57 ♗b5+, the knight escaped and White should win. 54...♗d7 55 ♖e5, and White wins after both 55...♖e7 56 b5 and 55...♖c6 56 ♗e8. His king is too far advanced) 55 ♖e3 e5 56 b5 ♗d7 [44.7] (56...f5 57 b6 ♗d6 58 ♗e6 ♖c6 59

♗c5 loses. After exchanging the ♗b6 and ♗e5 the black pawns have lost their mobility)

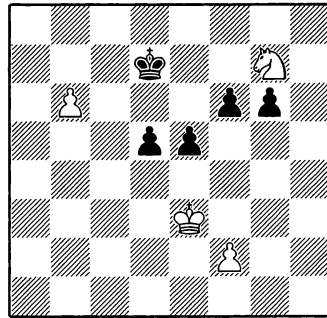


Diagram 44.7

White to move

White can trade off his ♗b6 against two pawns: 57 b6 ♖c6 58 ♗e8 ♖xb6 (58...f5 59 ♗f6 is bad as Black loses his e-pawn) 59 ♗xf6 ♖c5 60 ♗d7+ ♗d6 61 ♗f8 g5 62 ♗h7 g4 63 ♗f6 ♖e6 64 ♗xg4. But now Black's king is too active after 64...♖f5, e.g. 65 ♗h2 (65 ♖f3 e4+ 66 ♖g3 d4, 65 ♗h6+ ♖g6 66 ♗g8 ♖f7) 65...d4+ 66 ♖f3 e4+ 67 ♖g3 e3 68 f3 e2 69 ♖f2 d3 and Black wins the f-pawn. Thus White has to try something different. I analysed 57 ♗d3!? f5 for a while but I couldn't come to any clear conclusions. Maybe you can find a win?

Back to the game:

51 ♖h2 [44.8]

Obviously White doesn't take the pawn.

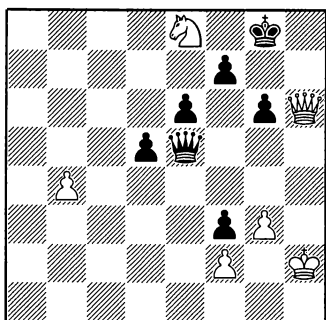


Diagram 44.8
Black to move

51 ... d4

Black's pawn lacks one tempo.

I) 51...♖b2. Black attacks two pawns, but after the cool 52 ♖h3 neither can be taken. White's king can't be bothered: 52...♗a1 53 ♖g4 ♗d4+ (53...f5+ 54 ♖xf3 ♖f7 55 ♗g7+, 53...♗e5 54 b5) 54 ♗f4 ♗xf2 55 ♗f6 ♖f8 56 ♘d6 ♗a7 57 ♗h8+ ♖e7 58 ♘c8+, winning the queen.

II) 51...♗d4 52 ♖h3 is similar to I.

III) 51...♗h8 52 ♗xh8+ ♖xh8 53 b5, and the newly born queen mates on g7.

IV) 51...f5 52 b5 ♖f7 53 ♗g7+ ♗xg7 54 ♘xg7 d4 55 b6 d3 56 b7 d2 57 b8=♗ d1=♗ 58 ♗c7+. Once again White comes first.

52 b5 d3
53 b6 d2

If 53...♗d4 then not 54 ♖h3? d2, but instead 54 b7! ♗xf2+ 55 ♖h3 ♗f1+ 56 ♖g4 f5+ 57 ♖g5 ♗c1+ 58 ♖xg6 ♗xh6+ 59 ♖xh6 d2 60 b8=♗ d1=♗ 61 ♘d6#.

54 b7

Certainly not 54 ♗xd2? ♗h8+ with a perpetual.

54 ... d1=♗
55 b8=♗! [44.9]

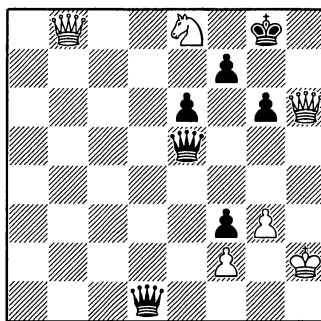


Diagram 44.9
Black to move

The "silent" promotion is much stronger than the "noisy" 55 ♘f6+? ♗xf6 56 b8=♗+ ♗dd8.

55 ... ♗h5+

What else?

56 ♗xh5 g5

57 ♘f6+ ♖g7

58 ♘xh5+ ♖g6

59 ♗e5 1-0

Black loses the ♖f3 next.

Endgame 45

H.Bastian-F.Zeller

German championship 1996

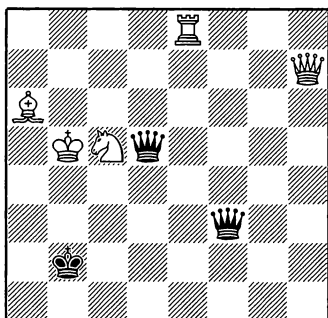
Earlier publication: *SCHACH* 1/97.

Diagram 45.1

White to move

And now, finally, something different. This bizarre position arrived in an actual game of the German championship. How should White play?

Commentary

At first you probably looked for a winning continuation. After all, White has a nominal advantage. But in fact White has to be happy that there is a small path to the draw. In the game White got confused: 74 ♙e4? ♜fd3+ 75 ♚b6 (or 75 ♚b4 ♜a3+) 75... ♜d6+ 76 ♚b7 (or 76 ♚a7 ♜xc5 77 ♚b7 ♜dd5+ 78 ♚b8 ♜d8+) 76... ♜3d5+ 77 ♚a7 ♜5xc5+ 78 ♚a8 ♜d8+ 0-1.

Bastian faced a difficult choice on move 74, for example: 74 ♚b6? ♜c6+ 75 ♚a7 ♜xc5+ 78 ♚b8 ♜f4+ 77 ♚a8 ♜c6+ 78 ♜b7+ ♜xb7+ (winning a rook), 74 ♜b8? ♜fb3+ 75 ♚a5 ♜d2+ or 74 ♜h8+? ♚a2 75 ♜h2+ ♚a3 , with a win for Black in either case. But there is a way to salvation:

74 ♜e4!

White loses a pawn, but in return he exchanges queens.

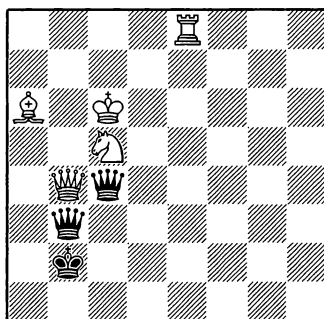
74 ... ♜fb3+ 75 ♜b4 ♜dc4+ 76 ♚c6 [45.2]

Diagram 45.2

*Black to move*76 ... ♜d5+

76... ♜bxb4 77 ♚xc4 ♜xc4 or 76... ♜cxb4 77 ♚xb3 ♜a4+ 78 ♚b5 ♜xb3 don't achieve anything either.

77 ♚b5

Black can't make any progress.

Index of Players

The numbers refer to games. Bold numbers signify that the player was White. Numbers in brackets refer to endgames within the commentary.

Adams	3	Kamsky	33
Alexander	26	Karpov	12, (15), (34), 40
Almasi	13	Kasparov	27, 31
Andersson	22, 39	Kavalek	(15)
Bastian	45	Keitlinghaus	32
Beliavsky	(15)	Kramnik	27, 34
Bertok	4	Lauber	(31), (39)
Bischoff	14	Lautier	8, 41
Bolbochan	29	Lasker	(35)
Capablanca	(35)	Leko	12
Chernin	(19)	Lutz	1, 3, 5, 6, 9, 11, 13,15, 17, 18, 19, 30, 32, 34, 35, 37, 38, 39, 40, 41, 42, 43, 44
Christiansen	(19), 25	Luther	19
Dautov	30	Maiwald	14
Degraeve	2	Nimzowitsch	(19)
Dvoirys	16	Nunn	23
Ekstroem	9	Olafsson	(11)
Ellers	(27)	Papaioannou	37
Finkel	21	Piket	7, 8
Fischer	24,29, 36	Prusikhin	(31)
Forintos	24	Roselli	(19)
Gelfand	31	Rogers	44
Ginsburg	11	Rubinetti	36
Glek	43	Sadler	23
D.Gurevich	20	Salov	28
M.Gurevich	(19)	Shirov	7
Hansen	2	Schlosser	15
Hickl	5	Serper	10
Hnbner	35		
Hort	4, (34)		
Illescas Cordoba	33		
Ivanchuk	(11)		

Smyslov	26	Tseitlin	21
Sokolov	28	Tukmakov	22
Speelman	(15)	Uhlmann	18
Stefansson	1	Wahls	42
Suba	20	Wilhelmi	(27), (39)
Timman	(19), 38	Yurtaev	10
Tiviakov	(15), 16	Yusupov	25
Tondivar	17	Zeller	45
Trauth	(15)	Zude	6

Index of Material Balances

I. Pawns

2♙ v 1♙	1.2, 1.3, 3.9, 3.14
2♙ v 2♙	3.10, 21.3
3♙ v 3♙	3.2, 8.3, 15.13
4♙ v 4♙	3.4, 3.8, 3.13, 3.16, 15.5
5♙ v 5♙	2.3, 3.7, 3.11, 3.15, 29.3
6♙ v 5♙	37.7
6♙ v 6♙	2.1, 2.2, 3.1, 3.12, 3.17, 15.8

II. Minor pieces

♘ v ♙	11.7, 35.12-35.13, 44.6-44.7
♘ v ♘	7.1-7.2, 32.2
♙ v ♙	13.2, 14.2, 27.7
♙ v ♘	8.1-8.2, 8.4, 9.2-9.4, 10.1-10.3, 11.1-11.6, 11.8-11.10, 15.10-15.12, 15.14, 38.3, 38.9
♙ v ♚ (opposite-coloured)	6.1-6.5, 22.5
♙ v ♚ (same-coloured)	4.1-4.2, 5.1-5.6, 16.3, 30.3, 31.7
♙ + ♘ v 2♘	12.1
2♙ v ♙ + ♘	13.1, 14.1, 15.6, 15.7, 15.9, 16.1-16.2, 16.4
2♙ v 2♙	15.4

III. Rooks

$\text{♖} \vee \text{♜}$	27.3
$\text{♖} \vee \text{♗}$	17.1-17.2, 18.1-18.5, 19.8-19.14, 28.3, 30.4, 31.8, 34.7, 37.10-37.11, 37.13-37.14, 38.7, 39.6-39.10
$\text{♖} + \text{♘} \vee \text{♗}$	38.4
$\text{♖} + \text{♘} \vee \text{♗} + \text{♘}$	33.1, 34.2-34.6, 34.8-34.10, 35.2-35.11
$\text{♖} + \text{♜} \vee \text{♜} + \text{♘}$	1.1
$\text{♖} + \text{♜} \vee \text{♗}$	20.1-20.3, 21.1-21.2, 38.10-38.14
$\text{♖} + \text{♜} \vee \text{♗} + \text{♘}$	36.1-36.2, 37.3-37.6, 37.8-37.9, 38.2, 38.5-38.6, 38.8, 39.2-39.5
$\text{♖} + \text{♜} \vee \text{♗} + \text{♜}$ (opposite-coloured)	22.1-22.4, 23.1-23.6, 24.1-24.7, 25.2-25.4, 26.1-26.9, 27.1-27.2, 27.4-27.6, 27.8, 40.9
$\text{♖} + \text{♜} \vee \text{♗} + \text{♜}$ (same-coloured)	29.1-29.2, 30.2, 30.5, 31.9-31.10
$\text{♖} + \text{♜} + \text{♘} \vee \text{♗} + \text{♜} + \text{♘}$	39.1, 42.7
$\text{♖} + 2\text{♜} \vee \text{♗} + \text{♜} + \text{♘}$	25.1
$2\text{♖} \vee \text{♗} + \text{♘}$	41.11
$2\text{♖} \vee \text{♗} + \text{♜}$	40.11, 41.7
$2\text{♖} \vee \text{♗} + \text{♜} + \text{♘}$	42.2
$2\text{♖} + \text{♘} \vee 2\text{♗} + \text{♘}$	32.1
$2\text{♖} + \text{♜} \vee \text{♗} + \text{♜} + \text{♘}$	19.4, 41.1-41.6, 41.8-41.10
$2\text{♖} + \text{♜} \vee \text{♗} + 2\text{♜}$	40.2-40.8, 40.10, 40.12-40.13
$2\text{♖} + \text{♜} \vee 2\text{♗}$	19.3
$2\text{♖} + \text{♜} \vee 2\text{♗} + \text{♘}$	19.7
$2\text{♖} + \text{♜} \vee 2\text{♗} + \text{♜}$	28.1-28.2, 30.1, 31.4-31.6
$2\text{♖} + \text{♜} + \text{♘} \vee 2\text{♗} + \text{♜} + \text{♘}$	19.2, 19.5-19.6, 37.2, 42.1, 42.3-42.6
$2\text{♖} + 2\text{♜} \vee 2\text{♗} + \text{♜} + \text{♘}$	31.2
$2\text{♖} + 2\text{♜} \vee 2\text{♗} + 2\text{♜}$	15.3
$2\text{♖} + 2\text{♜} + \text{♘} \vee 2\text{♗} + 2\text{♜} + \text{♘}$	15.2, 31.3

IV. =Queens

$\text{♕} \vee \text{♛}$	3.3, 3.5, 3.6
$\text{♕} \vee \text{♜}$	8.5, 37.12, 44.4-44.5
$\text{♕} + \text{♘} \vee \text{♜}$	44.8
$\text{♕} + \text{♘} \vee \text{♜} + \text{♘}$	44.1-44.3
$\text{♕} + \text{♜} \vee \text{♜} + \text{♘}$	9.1
$\text{♕} + \text{♜} \vee \text{♜} + \text{♜}$	43.1-43.2

Other material balances

15.1, 19.1, 31.1, 34.1, 35.1, 37.1, 38.1.
40.1, 44.9, 45.1-45.2

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